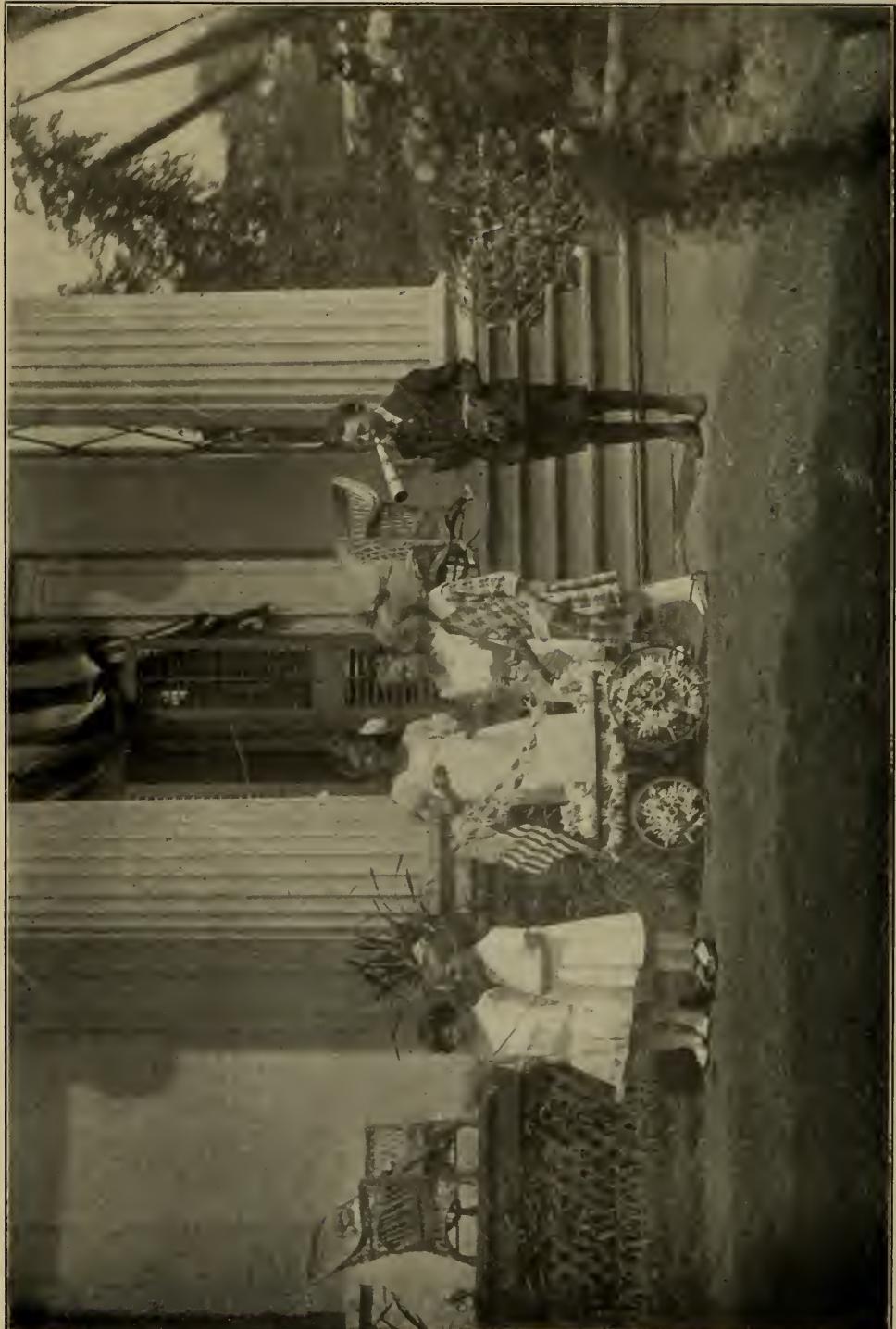




THE JOLLY BOOK OF FUNCRAFT

*Little book of Funcraft play,
Yours be joy to give away—
To the children every one
Carry happiness and fun.*





This is a Bazaar on Wheels: Five Cents a Grab.

THE JOLLY BOOK OF FUNCRAFT

BY

PATTEN BEARD

AUTHOR OF

"THE JOLLY BOOK OF BOXCRAFT," "THE JOLLY BOOK OF PLAYCRAFT,"
"MARJORIE'S LITERARY DOLLS," ETC.

*With Sixty-two Illustrations arranged by the Author and
photographed under her direction by G. S. North*



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DEDICATION

THIS BOOK OF FUNCRAFT
IS GIVEN TO ALL LITTLE CHILDREN
WHO FIND JOY IN EVERYDAY THINGS AND
WHO WANT TO SHARE THIS HAPPINESS
WITH OTHER CHILDREN

AUTHOR'S NOTE

Thanks are due to *The Youth's Companion*, *The Designer*, *McCall's*, *The Congregationalist*, *The John Martin Book*, *The N. Y. Tribune* and *The N. Y. Herald* and others for permission to reprint these little home-made games and entertainments which they have used in past years.

The author wishes also to acknowledge the help of her friends among the children who have contributed in their own way to the making of this book of fun. These are Marjorie and Dorothy Candee, Carol and Francis Wing, Eleanor and Richard Mathews, Priscilla Hatch and Stanley Hoyt and Wesley Meehan.

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MATERIALS USED IN MAKING FUNCRAFT GAMES

Brown manilla wrapping paper
Pad paper
Colored papers
Wallpapers
Cardboard, both colored and white
Newspaper
Magazine advertisements
Paper shanks
Wire shanks
Little toys
Penny dolls
Old envelopes
Boxes of assorted stickers
Glazed paper book jackets
Colored pictures
Crêpe paper.

TOOLS NEEDED TO MAKE FUNCRAFT GAMES

Scissors, paste, crayons,
Pencils, pins.

PRIZES YOU CAN USE FOR FUNCRAFT GAMES

The little things you know how to make yourself
A penny sheet of transfer pictures
A sheet of cut-out pictures
A box of fancy stickers
A five-cent box of crayons
A penny soap-bubble pipe
A lollipop
An apple
Animal crackers
A new pencil
A rubber eraser
A toy flag
Small favors meant for holiday use
Japanese water flowers and water pictures
A five-cent package of garden seeds
A bunch of flowers or a little plant.

FUN PARTY RULES

A host must always see that others enjoy themselves.

A host must think first of his guests' enjoyment and last of his own happiness.

A host should greet every child with equal show of cordiality.

A host should never make personal comments.

A host should never enter into a quarrel.

When you play games and disputes arise, take a vote of all players to decide the matter.

Make no distinctions. Be polite to all and when you say good-by be equally cordial to each guest.

Remember to thank your host and express your pleasure enjoyed at the party when you say good-by at its close.

INTRODUCTION

Have you heard of the children who lived in a shoe
And of the old woman who lived with them, too?—
Maybe you have heard why she sent them to bed
And fed them on nothing but water and bread?

Why, the world all about them was brimful of fun
And the jolliest plays that are under the sun,
But the children complained in the horridest way
That there wasn't a *single* nice thing they could play!

When the old woman heard, she just brandished her stick
And called for the fairies to come right there quick—
Nimblefingers, the fairy who makes magic joy
Out of all the old nothings most people destroy;

Happy Thought, the good fairy who finds some new play
In the most unexpected and jolliest way—
With some paper, some crayons, some cardboard, you know,
You cut and you color and make a game *so!*

And the little Play Fairy, who came with them too,
Was to teach all the children the glad things to do—
Why, the old woman's shoe was all magic with glee
Everybody was happy as happy could be!

They made jolly fun out of nothing at all—
Every day in the year and from winter to fall—
They made fairy magic with everyday things
And each day was so joyous, it sped by on wings!

Now, the children and fairies who played in the shoe,
Are giving this glad book of new plays to you,
For happiest magic, so they have all found,
Is just sharing the fun you have made, the year 'round.

The Jolly Book of Funcraft

HOW TO FIND FUN

Do you believe in four-leaved clovers? Do you think that the finding of them will make one lucky? I do. I think every person who picks up a four-leaved clover is ever so lucky! And I'll tell you why I think so—I think one is lucky to have the bright eyes that can find in an everyday clover field something more than everyday and usual! That's what I call lucky. And I think that one can have ever so much fun and be ever so lucky every day in the whole year if one can find in common-place things something new and interesting.

I'll tell you about something that happened to me: There was once-upon-a-time a day that seemed just about the dullest day that ever was. There didn't seem to be anything to do. I was tired of all my games and my toys but I wanted some fun *dreadfully*. I was—yes, I was sulky and cross—I went outdoors to wander around all by myself and while I was walking I stubbed my toe and looked down at the path. Right there—you can believe me or just think

THE JOLLY BOOK OF FUNCRAFT

it is make believe—right there I saw a fairy with a four-leaved clover!

“O, hello!” I exclaimed. “Now that I’ve found a magic clover, I’m going to make a wish and it will have to come true because a four-leaved clover is sure to bring luck!”

“What do you wish?” asked the fairy.

“I wish for some jolly fun,” I replied. “I don’t know what to do with myself. Everything seems dull and uninteresting—but now that I have magic something nice will be sure to happen!”

The fairy nodded. “If you look about you, you’ll find more four-leaved clovers,” she suggested. “Every day of the year is full of lucky fun, one needs but the eyes that can see it. Why don’t you hunt for your fun and find it in everyday things? It’s there just as four-leaved clovers are in clover-fields!”

“I can’t see it,” said I.

“Then rub your eyes good and hard and take a look all around you,” the fairy advised. “What do you see now?”

“I see nothing but some horrid old crayons and some scraps of paper lying with some everyday scissors on our back porch,” I grumbled.

“Wow! How can you say that, you big blind bat,” cried the fairy, jumping up and down with excitement—“I see, I see—— *Can’t* you see it, too?”

“Of course I can’t!”

“Well, take another look!”

“It’s no use,” I repeated. But the fairy waved the

HOW TO FIND FUN

clover as if it were a wand and the funniest thing happened: the crayons began to draw something on the paper and while I watched, it turned out that they were coloring four-leaved clovers with green crayon and the scissors that were on the back porch began to cut the picture-clovers out just as fast as the crayons made them! And then I saw that there were two fairies there and not just the *one*!

"Why, why," I laughed. "Isn't this funny! Who are you? Is this the fun?"

"We are Happy Thought and Nimblefingers," the fairies explained. "Happy Thought finds fun everywhere even in everyday things and Nimblefingers makes a magic with scissors or crayons or something and turns it into play."

"You might tell me about the fun," said I. "I was just wishing for some. Maybe this is mine."

"If you will do what Nimblefingers is doing, you can make your own magic fun," returned Happy Thought. "This fun we have just thought of and made is a party."

"Oh, oh," cried I, "I think a party is the most fun of anything I know. How do the paper clovers make a party?"

"It's a Lucky Party," both fairies chimed in. "Ask Play how to do it?" And then I saw that there was a third little fairy standing right beside me and fairly hopping up and down to attract my attention. It had probably been there all the time, only I hadn't seen it at all.

THE JOLLY BOOK OF FUNCRAFT

"You can have a party out of almost everything," the fairy, Play, laughed. "Almost anything you can play with will make a party if it's a game that you can share with other children. This party is a Lucky Party and you put numbers on the paper clovers and hide them everywhere where you are allowed to amuse yourself indoors at home. You put them under the sofa, under the mat, on the bookshelf, behind sofa pillows, back of the scrapbasket, under the table—everywhere. And then you ask your brothers and sisters and the children next door to come and help you play a party game with them."

"How?"

"Why, you have a four-leaved clover hunt, of course! See who can find the most! Make about fifty clovers—it takes no time to make them. The one who finds most clovers or wins the highest score of numbers will be so lucky he will win a prize."

"What kind of a prize?" I inquired. "I haven't any money except the two dollars and fifty-six cents that is in my china bunny-bank that came from Japan. I don't want to spend that. I'm saving up to buy myself a toy flying-machine."

Happy Thought considered. "Prizes are almost everywhere," she declared. "Haven't you some little toy you could give as a prize, just for the sake of making fun?"

"I have an apple up in my room," I suggested. "It's a lovely red apple and I want it myself but I could give it as a prize, maybe."

HOW TO FIND FUN

"Do it up in a pretty crêpe paper napkin and tie it in a little package—a very *pretty* package," laughed Nimblefingers. "It's ever so much more of a prize if it's done up nicely in tissue paper, don't you think so?"

I nodded. "Maybe I have something nicer," I suggested. "Maybe I'll think of something. There could be other prizes and the apple could be booby prize. I know how to make very pretty candy-boxes out of wallpaper. One cuts out a triangle about ten inches in size and one folds and folds till one has made a box with a triple cover. Maybe Mother would let me have nuts to put inside or some animal crackers or something. And—wait a bit! Wait a bit—I have a brand-new rubber eraser that would be a prize. I know how to draw the funny figure of a man upon it. I will tie a ribbon about his neck to make a necktie. One just draws the face and the dress on the blank side of the long rubber eraser. It would be a fine prize to win. All the children I know want me to make them to carry to school in pencil-boxes. Most anybody would be glad to have one!"

So I made the prizes and did them all up nicely in colored crêpe paper. Nimblefingers helped me tie them with bright strands of colored raffia and odd bits of narrow ribbon that I had. Then I thought of something else.

"How about invitations and refreshments?"

"Refreshments!" The fairies seemed puzzled.

THE JOLLY BOOK OF FUNCRAFT

"Things to eat," I explained. "One always has something to eat at a party."

"Bread and butter," cried Happy Thought.

"Bread and butter *sandwiches*," corrected Nimble-fingers.

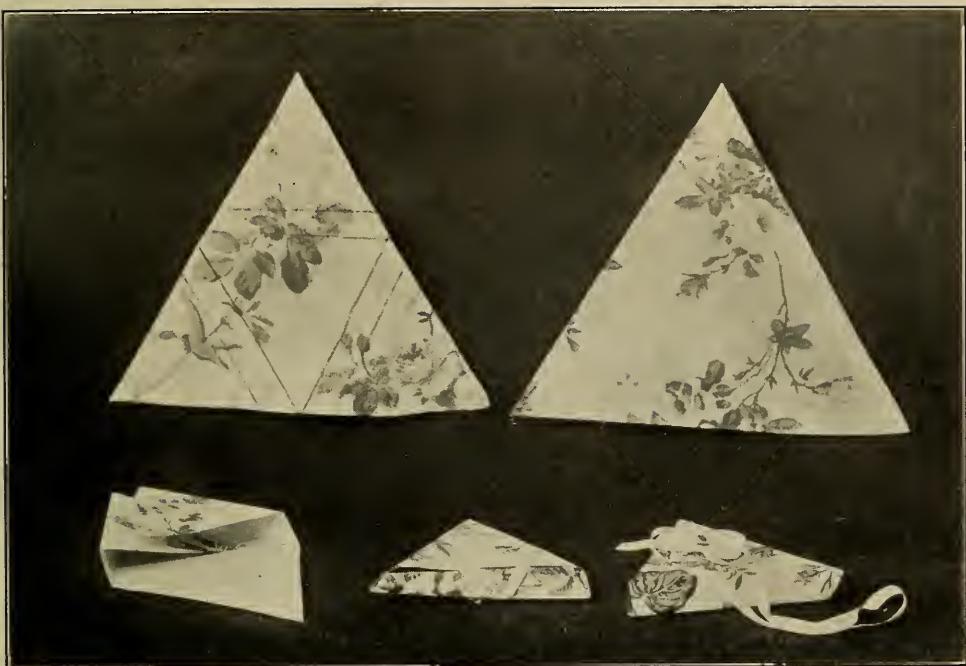
"Make-believe it's ice-cream," laughed Play. "One can have a splendid time just pretending. I know a little girl who can make a whole party out of a lump of sugar. I do! She divides the lump into four bits and each one is make-believe *different*. She and her sister have the party on an old cherry stump in the back-yard. The 'party' is ice-cream, cake, candy, and pink lemonade."

"But I want real things to eat," I insisted. "I don't want to play that I have them. What could I have at a party I made myself just for fun?"

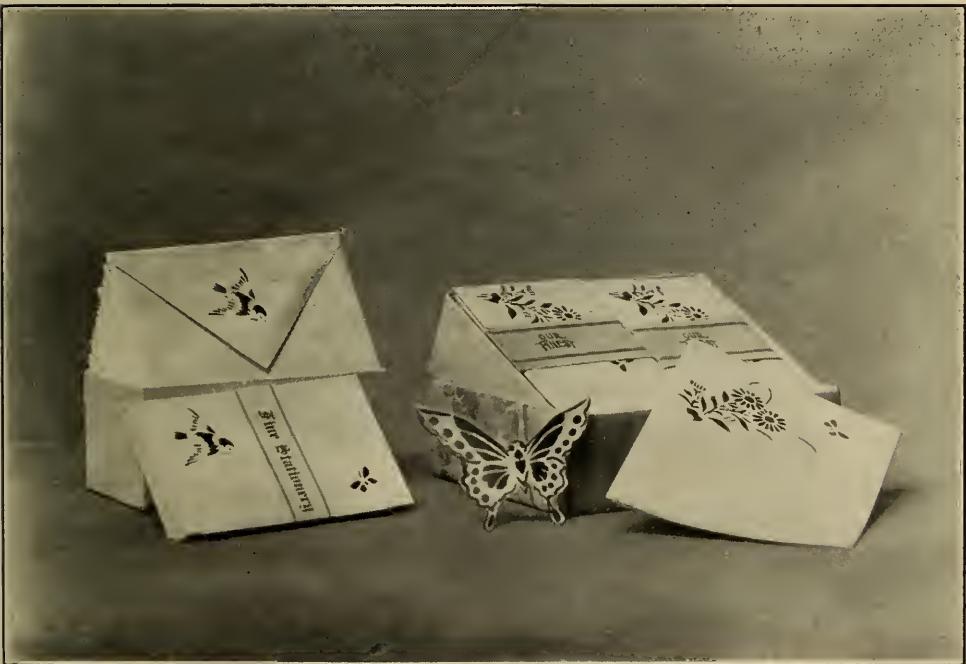
"I suppose," suggested Happy Thought, "*that* might depend upon your Mother or your Daddy or your—your governess, maybe. Perhaps it might depend upon the cook or whether you could make your *own* refreshments. Can *you* cook?"

"I know how to boil an egg; I can make toast without burning it; I have helped Mother make peanut-butter sandwiches; I know how to squeeze lemons and make lemonade—— Oh, and once I made some cocoa!"

"Then you could go right ahead and make your party *yourself*," laughed Happy Thought. "You might make jelly sandwiches in place of peanut-butter or make bread-and-butter sandwiches. Wouldn't



Party Candy-Boxes Cut from Wallpaper.



Party Letter Paper Stenciled with Water Color Paints.

HOW TO FIND FUN

they be enough ‘party’ with some cocoa or lemonade?”

I nodded. “If it were to be a very, very big party, I’d like ice-cream,” I mused. “But, of course, Mother would plan that kind of a party for me and Cook would fix the things. I wouldn’t need to bother.”

“Can you fix up a party table?” asked Nimblefingers, “because I can show you how, if you don’t know. I can make very pretty tablecloths, I can!”

“How?”

“Well,” admitted Nimblefingers, “they do cost something. They cost ten cents at the ten-cent store. I buy white crêpe paper cloths and napkins and I decorate them myself. Really, it may *sound* funny but it really is beautiful: I cut paper flowers from wallpapers and paste them in a border all around my cloth. I paste them on lily-cups and napkins and on cardboard handles that I fasten to picnic plates with paper fasteners to make sandwich trays. One can make a lovely table decoration with ten cents and some pretty flowered wallpaper.”

“I’ll try it,” I agreed. “I could shake ten cents out of the bunny-bank, perhaps. How about invitations? Don’t parties usually have invitations?”

Play smiled. “One doesn’t really need them—not for little parties. Make the invitation by telephone or run over to your playmate’s home and ask the children there to come to the party. Be sure not to forget that all the children might like to come. Don’t ask just one and leave out the little one, if she *could*

THE JOLLY BOOK OF FUNCRAFT

come. You don't like to stay at home when your sister goes to a party, do you?"

"But the little brothers and sisters are in the way," I objected. "I don't want them."

"They aren't in the way at all," snapped Happy Thought. "You are in the way yourself when you talk like that. I shan't like you if you say that again. *You* are the one who is in the way: you're in the way of their fun, you are! Haven't you heard it said that 'The more there are, the merrier it is'?"

"We aren't talking about invitations," I avoided. "Supposing that I wanted to have a party with real written invitations that could be sent by the postman —could I make a magic with everyday paper and make something lovely for party invitations?"

"You could buy an everyday box of letter paper and stencil it with beautiful designs. *That* would make splendid party invitation paper. Stencil envelopes, too."

"You'd have to buy the stencil unless you could make some yourself," put in Happy Thought. "Japanese stencils come in boxes that cost about twenty-five cents. But you could easily cut a stencil of a four-leaved clover in some bit of heavy wallpaper or paper cut from the cover of a pamphlet. Three- and four-leaved clovers are easy to draw. Just cut out the drawing and paint with as dry a brush as possible over the opening in the paper. Dry the brush on blotting-paper before you use it to paint the stencil on the letter paper."

HOW TO FIND FUN

"Hooray!" I cried. "What fun! Let's try it! I want to play the party right away. Let's go into the house and you help me!"

So the fairies went with me into the house and we began to make the party fun. It was to be a fun party made from almost nothing at all but ordinary everyday things. We thought we'd ask about three or four children from next door, if their mother would let them come. There wasn't going to be much beside lemonade and cake or bread and butter and cocoa but there was going to be a splendid FUN and a very, very happy time indeed.

The Happykid's the kind of child
That's happy all the day:
He's happy in the schoolroom
And happy when at play;
No stormy rain or winter wind
Makes Happykiddie blue—
He finds no end of happy games
And jolly things to do!
The happiness of Happykid
Is very much worth while
For every one who sees him
Is sure to catch his smile:
They cannot help but smile right back—
Like measles and the mumps,
Real cheerfulness is catching
As well as horrid grumps;
So don't you be a Grumpykid
To sulk and whine and pout—
The Happykid 's the youngster
Folks love to have about!

THE PARTY MADE FROM ALMOST NOTHING AT ALL

It was in the morning that Nimblefingers, Happy Thought and I had decided to start a party. We found out that Carol, Dorothy, and Richard could come. That would make a party of four. (I count the fairies and myself as *one*, you know.) I told the children to come dressed in costume. It sounded something like Cinderella's ball but the costumes were mostly things we had worn at school entertainments. Carol's dress was made for a Butterfly Drill. It was green crêpe paper sewed onto an underslip. Paper butterflies had been pasted here and there all over it. Dorothy went to Kindergarten and didn't have anything but a Hallowe'en cap and an Indian play-suit but we thought she could wear a wreath of some artificial flowers that she had and with a pink gingham dress and a little bouquet, her costume might represent Spring. Richard had an apron that he used in school in manual training class, carpentry. He carried a hammer and said he was in the costume of Carpenter. (If Eleanore could have come, *she* had a costume of a wood-nymph, and if Marjorie had been at home, *she* had a fairy dress with gauze wings that she might have



Party Dresses that were Made at Home—for Fun.



Our Party Table Set for a "Four-year-old-Birthday."

PARTY MADE FROM ALMOST NOTHING

worn. And if Francis had come with Eleanore, she could have borrowed a Puritan costume that Richard's sister had.)

One can make up a party costume very easily. Even newspapers will be useful, if there is no cloth; but I won't tell you about newspapers yet because that is going to be a party all by itself and I'll keep it for a surprise later on. I will tell how Nimblefingers taught me to make masks, too.

As this was to be my first lucky funcraft party, Mother let me make some lemonade and have some cake. I am going to show you in a picture how pretty our party table looked. You will see in the center of the table the Jack Horner Pie that had four of my little plaything toys put into it for party favors. Shall I tell you how to make it?

First, cut a nine-inch circle of cardboard and make another exactly the same size.

Next, cut two strips of soft green crêpe paper each about a yard and a quarter long and one wider than the other by a half inch. Take some paste and, after you have covered the circle neatly with the same shade of colored tissue crêpe, gather the strips of paper, beginning with the wider one to start, and pasting the edge around the upper cardboard crêpe-covered circle. Afterwards, gather the other on top of it and you will have made a ruffled flat centerpiece on which to rest your Jack Horner Pie. (If you like, you can do without this bit of decoration and use just the Jack Horner Pie to stand alone.

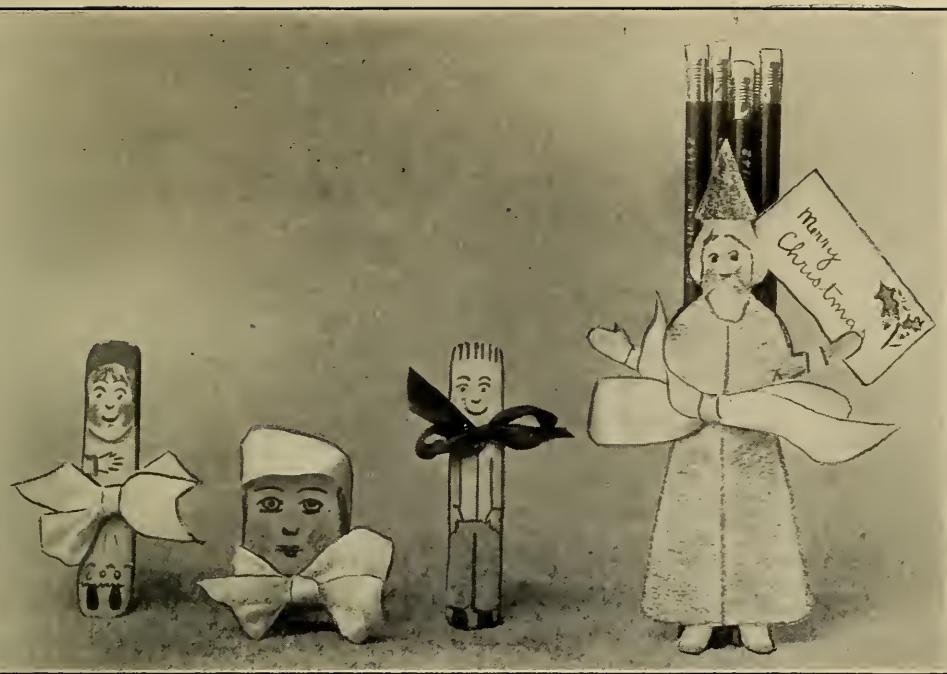
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The ruffled circle just adds style. At an everyday fun party you may not need it though it is well to know how to make a table unusually lovely—and you can add this touch to its daintiness some time for a special birthday party where there is to be ice-cream, maybe, and where Mother and Cook plan the things to eat.)

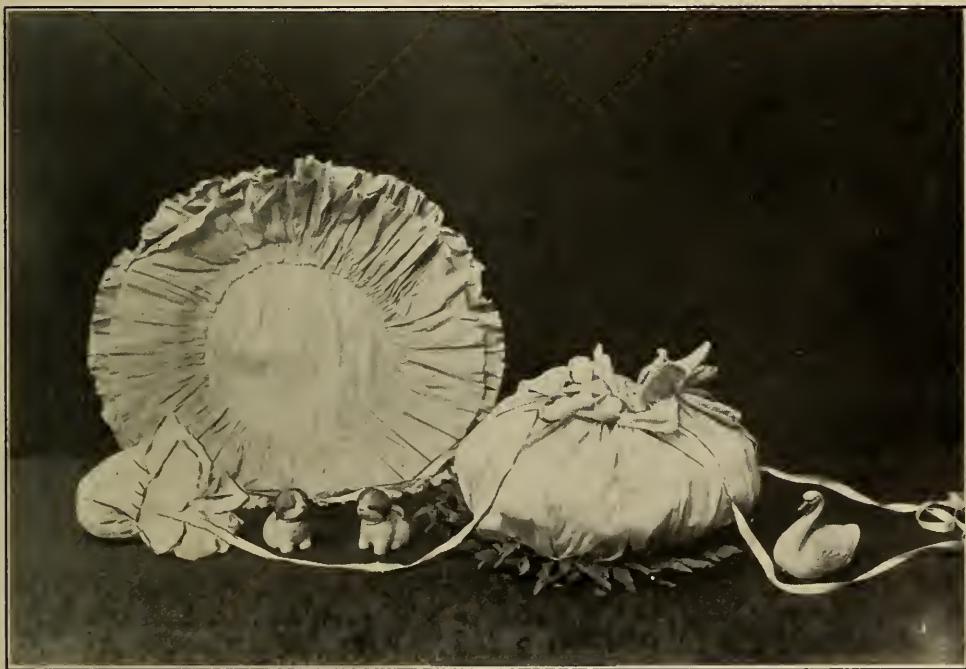
The Jack Horner Pie itself is just a broad strip of pink crêpe paper about twelve inches wide and a yard long. Paste the two ends together and make a bag after you have gathered and pasted the strip around two cardboard circles as you made the ruffle. A strip of dark green crêpe paper cut six or eight inches wide and snipped irregularly into points may be pasted under the base of the bag to make a finish and suggest the green leaves of a big pink flower.

The favors that go into a Jack Horner Pie are usually little toys. One might use lollipops. One might use paper snappers and party caps, if one wanted to, inside. Sometimes, if Nimblefingers has no toys to use as favors, she cuts jokes out of papers and lets the party guests read them.

I suppose you know how the Jack Horner Pie works: there should be a little gift for every one who is asked to the party. Each little gift is wrapped in tissue paper and a long ribbon is tied to it. The ends of these ribbons are outside the pie. At a given signal, "One, two, three!" everybody must pull hard, taking a ribbon end. Then out come the surprises!



Party Prizes that Anybody Can Make for Fun.



A Jack Horner Pie Made Like a Bag with Crêpe Paper.

PARTY MADE FROM ALMOST NOTHING

Oh, don't you think that *that* is fun!

Nimblefingers said that it was the nicest thing she knew. I thought so, too.

Carol, Richard and Dorothy came over about half-past two that afternoon. They wore their party costumes and I was the hostess. I showed them where to take off their wraps and then I told them about the everyday luck that was finding fun everywhere in the things that were right at home. I told them about my clovers—by that time the play fairies had flown away and hidden but I told the children about them just the same. Carol and Richard and Dorothy at once said that they were going to look for fun the same way and make a party and ask me to it, too!

We hunted for the paper clovers that Nimblefingers had made. It was really fun! It took quite a good bit of our afternoon, for I had forgotten where I put them myself and when there was just one left and nobody could find it, we wondered *who* could find the last!

It was under a box on the table and Dorothy found it! Then we added up the numbers on the clovers we had found. My score was fifteen; Carol's was twenty-one; Richard had fifty-six and Dorothy won with ninety-three. I gave her the prize of the rubber eraser done up in tissue paper. She thought it was lovely. I didn't keep the apple that was the booby prize, for I was hostess and the hostess doesn't keep

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a prize she may win: I gave it to Carol and Carol took it home to eat.

After the clover hunt, we played games. We knew quite a number: Bird, Fish, Animal was one. To play it you must have a pencil and sit in a circle. One person is chosen It. The one chosen turns to any player he may wish and points with the pencil saying either, "Bird" or "Beast" or "Fish." Then he counts as fast as he can, "One, two, three, four, five!" And before he reaches "five!" the one pointed to must give the name of an animal, or a bird, or a fish. Sometimes one can't think in such a hurry. Then one has to change and be It. And the same animal, or bird or fish mustn't be named more than once!

One can play charades, hide the thimble, corner-tag, spin-the-plate, magical music, and other party games. One may also play board games, if one has them.

Carol's mother told her to come home at five, so we had the lemonade and cake at a quarter to four and hid the paper clovers all over again, just for fun. There wasn't to be a prize for the *second* time and Richard hid them. We couldn't find them all but it didn't matter because the clock struck and we had to hustle Carol into her coat. We all agreed that a fun made out of almost nothing at all was really FUN and that we'd had a splendid afternoon.

I'm going to tell you in this book about some of the funcraft parties that were like my lucky party

PARTY MADE FROM ALMOST NOTHING

and you can make their magic yourself in your own home. I know you'll have fun and that my fairies Nimblefingers, Happy Thought and Play will help you, too.

A butterfly is just a little thing,
A bit of sunlit joy on golden wing;
We, like the butterfly, may in our play
Live joyous in the sunlight every day.

A butterfly may seem so very small,
It scarcely counts for anything at all—
Yet it is pleasant in the summer hours
To find it friendly with the garden flowers.

Most every little tiny thing, I guess,
May hold a wingèd soul of happiness—
Just like the butterfly of joy,
We may be butterflies, my girl and boy!

For, in the garden where we meet for fun,
There's only sunlight when we seek the sun:
And though our pleasure is a little thing,
Yet it may always flit on golden wing.

A NEW YEAR'S PARTY

Material Required to Make a New Year's Party Game: The numbers from some very large business calendar and some advertising calendars with sheets that tear off each month.

It might be gay to have a little fun party on New Year's Day. At it, you can play a New Year's Game with some beans and some old calendars. At New Year's time one can always find plenty of calendars for banks and grocery stores—drugstores and business firms all give them away for the asking.

When your friends come, pin some month of the year in a calendar sheet upon each back where it cannot be read except by others. Each must guess what month is on his back. He can only do this by asking questions about his month like this: "Do apples grow in my month?" He may never directly ask, "Am I August?" or, "Am I October?" It should be, "Are there thundershowers in my month?" One may often guess quickly by asking about holidays: "Does Christmas come in my month?" or, "Does Thanksgiving come in my month?"

When every one has finally guessed, you may play a blindfold game with sheets cut from a big busi-

A NEW YEAR'S PARTY

ness calendar that has leaves to tear off each day.

Arrange at one end of the room a big blank sheet of paper low enough for every child to reach. Give each in order as he has guessed his month, a number taken in order from the big daily calendar.

Blindfold each child in turn. Let him have a pin and go toward the big blank sheet of paper to put his "day" on the calendar. He must put his pin into the first thing his hand touches. The one to get his "date" or "day" closest to the sheet of paper wins the game.

Next, give each child a sheet of calendar that has one month's days. On these different sheets, cross off enough of the days to leave only twenty. On each sheet or month, cross off different days.

Then cut up some sheet of a calendar month into squares. Put these in some small bag.

Seat each child at a table with his month before him. Take one "day" at a time from your bag and call its number. The children who have that number raise hands. Each is given a bean to place upon the calendars on that number. The first to fill his sheet, wins.

For a prize, give some pretty fancy calendar.

I wish you Happy New Year—
May every single day
Be full of fun and happiness
And pleasantness and play!

JANUARY SNOWFLAKE FUN

Material Required to Make Snowflake Fun: Some white pad paper, some colored cardboard.

Tools Needed to Make Snowflake Fun: Scissors for every player and a jar of paste, some small saucer.

Have you ever been out in a snowstorm and had snowflakes fall on your coat? Did you look at them and did you observe that each is a beautiful design, no two of them alike? The snowflakes are so tiny you wonder how so small a thing can be so perfect, and they melt so very quickly while you look at them that you have hardly time to compare one with another. But did you know that you could cut these lovely snowflake designs in white paper and reproduce in large form the beautiful designs? To do this, you will need a pair of scissors, some thin pad paper that is white, and some paste and colored cardboard. After you have made these snowflake patterns and know how to show other children how to make them, you can give a little funcraft entertainment to your friends if their mothers will let them come over to play. I will tell you about it.

JANUARY SNOWFLAKE FUN

First, you will have to know how to cut snowflake designs from white pad paper. Find a small china saucer that is about three inches in diameter. Place it upon a sheet of white pad paper. Draw around the saucer's rim with a pencil till you have made a circle. Cover all your sheet with circles and be careful not to waste the paper but to arrange the drawn circles to best advantage and economy.

When you have drawn the circles, cut each out. Each will make a different snowflake design. Isn't it strange that something *round* will be transformed to something that has points?

If you look at the picture of the snowflake patterns in this book, you will see that each pretty pattern has six points and is star-shaped. It seems almost magic that the circle should change so with a few scissor-snips! Take a white paper circle and fold it evenly into half. Then fold the half twice, evenly, to make three folds.

Now take your scissors and with them cut the edge at each folding of the circle. Unfold the circle and see the finished design! You may have to try several times before you become expert. Then, when you have learned the art, just see how many different patterns you can cut. You may try to reproduce the pine-tree forms that you see in the tiny snowflakes outdoors. If you go to the big encyclopedia, you will find out all about the snow crystals and you will probably see pictures of various forms. I

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think you will find it most interesting amusement for a stormy indoor day in January.

Perhaps when you have learned about these things, you will want to show your friends and make a little funcraft "party" at home.

If you write an invitation write it something like this:

Dear Playmate:

If your mother will let you come to play with me for a few hours on Saturday afternoon, it would make me very happy. Some of the children that I know are going to come over to have some fun and we are going to have a Snowflake Party indoors. Please bring a pair of scissors with you.

Your friend,

WOPSIE.

Now, when you have sent this note, you will be busy fixing things for the "play party." Any number of children may play the game and have fun with you but I should choose about three or not more than six, I think. There should be four large sheets of thin white pad paper for each child and you should have a large sheet of colored cardboard. Cut this cardboard into squares that are large enough to use for mounting the snowflake patterns. Have a little pan of starch paste or a bottle of library paste. You will not need more.

JANUARY SNOWFLAKE FUN

The largest table you can have to play upon will be right for the use you wish to make of it as a work-table. Place a chair for each child at the table. Give plenty of space. Cover the table with a white sheet, if you can have it—if not, place newspapers over it to catch the snippings of snowflakes.

At each place where your guest is to sit, place four squares of colored cardboard and four sheets of white pad paper. At the center of the table and for use by all should be the paste with a good brush and a small china saucer.

When all the children have come, tell them about the snowflakes and how to cut them. Then let each use the scissors he has brought and try the cutting himself. Each child may make more than four patterns but each has the chance to enter only four of his snowflake patterns in the snowflake contest and exhibition. Each may choose which of his designs he thinks best and may paste four of these on his cardboard cards. Work should be neat and well done, you must point out.

Have each child write his name on the back of his four designs and hand them in. Then mix up all the designs so that nobody knows or remembers which belongs to another. Place all the cards in a row and let the children pass around another table where these are displayed.

Each cardboard card should be numbered by you as it is placed on the table but nobody should be permitted to touch the cardboard designs of snow-

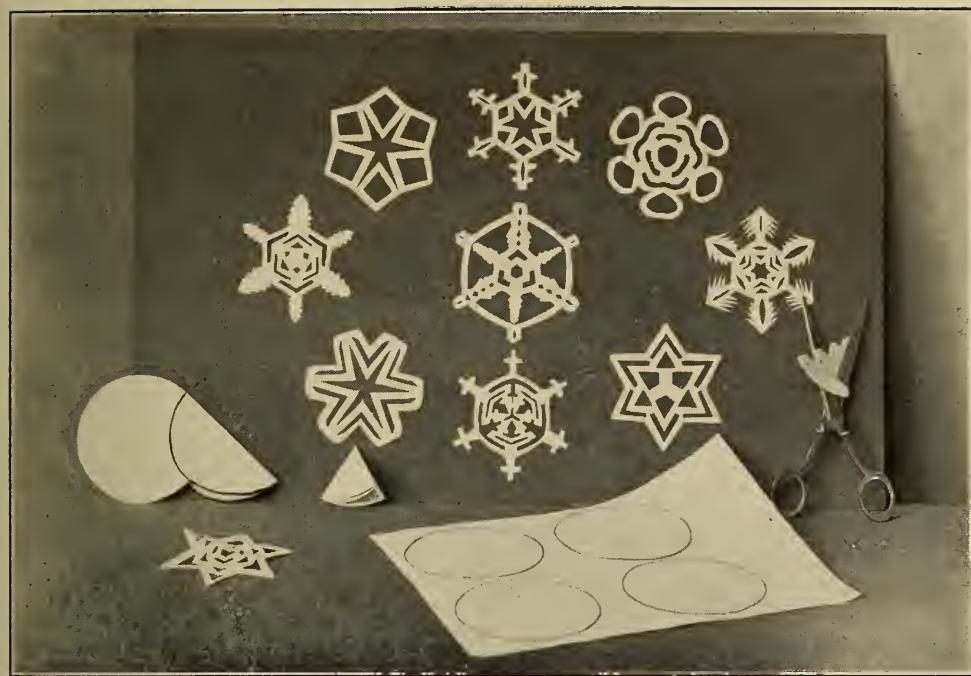
THE JOLLY BOOK OF FUNCRAFT

flakes after they are placed on exhibition and no child is permitted to tell which ones are his own.

When all have looked at them, each chooses which *one* he thinks the best. Then he takes a slip of paper and writes the number down. This slip of paper is to be folded so that nobody can see the number written on it. Place all in a box that no player may touch. When all have placed their slips in it, take them out and see who received the most votes. If there is a tie, vote again. You may have a small prize for the one who is winner. I think you can manage that yourself. At ten-cent stores, you can sometimes find round boxes made to represent snowballs. These are to be filled with nuts or a few small candies. This would make an appropriate prize but *I* think that a red apple done up carefully in cotton with its stem tied with ribbon to hold the cotton fast would look quite like a snowball and be a prize you could make yourself, don't you?

A snowflake party will take about an hour's time and after it is over you may play other games or have some cocoa and crackers or cookies, if Mother thinks best. You will find it fun even without that, I think.

Outside of my window there hung the toy house
Of the little barometer man and his spouse;
In stormy dark weather *he* stood in the rain,
While his "Fair Weather" partner might call him in vain!
When out came the sun, then he hurried inside—
It was only a glimpse of his wife that he spied!



Here is January Fun, Snowflake Patterns.



Here is Fun for Washington's Birthday.

JANUARY SNOWFLAKE FUN

While, if a storm threatened and Joan hastened in,
It was always to find the house empty within!
(Oh, never together that couple might stay—
Alas, the barometer made them that way!)
In unsettled weather each wavered about,
Reluctant to say which had better stay out;
One fancied in passing, the two cried, "Oh, dear!
How cozy 'twould be if we both could stay near!"
So tragic, indeed, was their fated distress
I welcomed the temperature's changeableness,
And when it poured torrents one day, and then froze,
The barometer broke, and now no one knows
What the weather will be—They're both *inside* the door
And Darby will never leave Joan any more!
I'm glad they are happy, although I feel sad,
For I miss the wise knowledge of snowstorms they had.

THE LINCOLN'S BIRTHDAY CELEBRATION

Material Required to Make Games for the Lincoln's Birthday Party: a sheet of brown cardboard, some little penny flags and a picture of Abraham Lincoln.

Tools Needed to Make the Games: a ruler, a pencil and scissors.

Lincoln's Birthday comes on February 12th and maybe you and your friends will like to celebrate it with a little Funcraft Party at home. Such a celebration may be quickly arranged. You will need to buy a big sheet of cardboard that is colored brown and you will also need to have a penny flag for each child who is invited.

Find some heavy white paper and cut it into cards, each about one by three inches. Find some red ribbon or blue ribbon that is narrow and, punching a hole in each card, tie one to the staff of each small flag. Write on each card the name of one of the children. Give each one of the guests a flag with the card when he arrives. These are to be kept to play the first game.

The first game is made and played with a portrait of Abraham Lincoln. You will probably have

THE LINCOLN'S BIRTHDAY CELEBRATION

some small picture that you can use. Place it upon a table at one end of the room. Next, count out among the guests for order of play in the game. Blindfold each in turn and see who can place his flag closest to the portrait. Flags must be laid flat on the table and put where the hand first touches —no fair feeling around!

The prize for this game may be a postal-card picture of Lincoln framed in small glass passepartout frame. It may be a little Lincoln's Day favor or a silk flag.

After this game, there is another you may arrange to play. It will need to be made beforehand and it is played with strips of cardboard cut into narrow lengths to represent the logs with which you and your guests are to construct a small cabin. This is all a game.

Take any large sheet of cardboard that is dark in color. Rule it the short way making it into strips a half inch wide. Rule the entire sheet off this way.

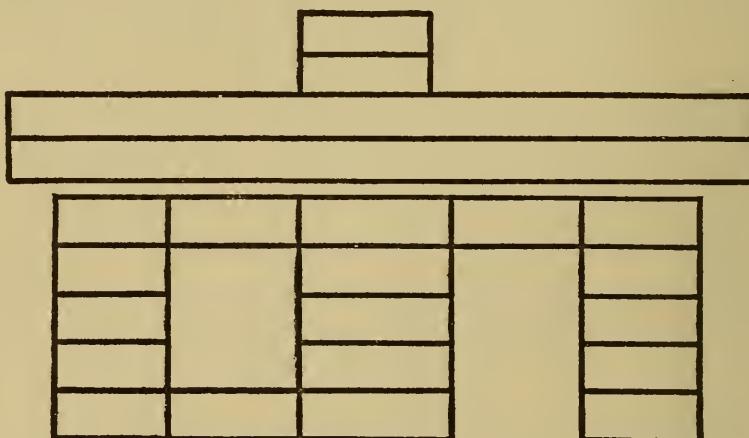
Next, take half the sheet and cut its strips into four inch lengths. Mark a cross in pencil on the back of half of these. Turn them all back again so that nobody can guess if there is or is not a cross upon them. Mix all well and place these in the center of a big table around which you have put the guests' chairs.

Take the other half of the paper and cut it into longer lengths, each about twenty-eight inches long. Divide these in two piles and mark crosses on half.

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Then turn these over right side up again but put them in a second pile, well mixed.

Seat the children around the table and tell them that they are to play a game with the strips of cardboard and that the short bits of cardboard are to be used to build the outline of a log cabin. Each piece of cardboard represents one log and the cabin is to be made upon the table, flat like this:



Each child, as his turn comes, may draw from the pile of short logs one log. He turns it over when drawn and then if there is a cross upon it, he may keep it. If there is a cross, he is entitled to choose another log and keep on drawing till he obtains a strip of cardboard that has none. Then play for him stops at that turn.

The cabin's foundation is to be built first by placing four of these logs in a row, allowing for doorway. The Lincoln cabin had just one window and one door, you remember. So after three logs are laid in

THE LINCOLN'S BIRTHDAY CELEBRATION

a row, leave a space for doorway and next place another flat log just beyond. Then, above this begin by making a window space as the diagram suggests. After the first log is placed to the left at the second row, skip one space for the window and lay another log. Then skip the door space and lay the next. The window must be two log lengths high and after this lay the logs right along for two upper rows.

When a player has done this, he is allowed to start to make the cabin roof by choosing from the pile of long logs. The roof is merely made with two of these placed one above the other.

To finish the roof with a chimney, choose from the first pile again and place two short logs one above the other. The player to make his cabin complete first wins the game.

Award some little prize for this. It would be very nice to give a book, if you could do so. The books that Lincoln had as a boy were very few. They were *Æsop's Fables*, *Robinson Crusoe*, *Pilgrim's Progress*, *The History of the United States*, and *Weem's Life of Washington*.

You may play some lively game chosen by the winning player, after this table game. Then you may use all the logs of the game again for another play. Place all the short ones face up on the table to represent the rails that Lincoln split. You remember that when he was a young boy he had to buy his own clothes and he did any kind of work that came to hand. This paid him a small sum usually and it is

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said that he once agreed to split rails for a pair of jeans, four hundred rails for every yard that was needed. Mark numbers upon half of the cardboard strips where the crosses are. Use numbers above ten. Then turn the strips back and mix them well. Play for the game is the same as for the former cabin-building. The player whose turn it is may choose a rail and keep on as long as he obtains a number. The one to make the sum of four hundred first wins. The game may be played in longer form by trying to buy six yards of stuff and this means that the one to obtain the winning six times is the real hero. The game may be played with sides, an even number of players to each. This is a quick way of playing. All scores are added together and the side to make 400 six times wins.

There was a rude log-cabin once,
One window and a door
Was all the cabin ever had—
And only earth for floor.

But in that little cabin
There lived a child who grew
To be the grandest hero
That ever the world knew.

A WASHINGTON'S BIRTHDAY GAME

Material Required to Make a Washington's Birthday Game: A sheet of white cardboard, some green paper that can be easily cut to make leaves, some brown manilla wrapping paper, some bright red paper.

Tools Needed to Make a Washington's Birthday Game: Some paste and a pair of scissors.

You may like to know of a game you can make and play with your friends on Washington's Birthday. It will be easy to make a little cherry-tree and you can do all the work of preparation yourself.

Buy a sheet of white cardboard or cut a yard of straight white cotton cloth from some old piece of goods you have at home. The cardboard or the cloth should be placed flat upon a table.

Next, take the sheet of brown manilla paper and draw upon it the trunk of a small tree. From the upper part of the tree draw branches. Five or six of these are sufficient.

From your green paper, cut a number of leaves, each about an inch or an inch and a half long. These should be placed with ends that join the tree's

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branches. Put some paste at the end of each leaf and on its under side write some easy question that pertains to United States history.

From the red paper, cut big round red cherries and on the under side write, "I cannot tell a lie." Some may have, "I did it with my little hatchet."

On a cherry near the top of the tree write the date of Washington's birthday. Two games may be played with this cherry-tree.

For the first game, blindfold the players in turn and see who can place a little red, white and blue ribbon-knot nearest to the date on the top of the tree. The one who does this should receive some small reward. Perhaps you have a print of George Washington that you can frame yourself. Or you may give a wee flag.

The second game that can be played is played without blindfolding. Each player in turn goes to the tree and chooses a leaf or a cherry. He does not know, of course, that the leaves and cherries are unlike in what is written on them. If he chooses to pick a leaf from the tree, he must answer the historical question upon it. If he does this, he may have another turn—but the question must be answered in a correct way. If he chooses a cherry and receives, "I cannot tell a lie" or "I did it with my little hatchet," he must give a forfeit.

At the close of the game, when all leaves are taken from the tree and when no cherries are left, the winner is the one who has answered most of the ques-

A WASHINGTON'S BIRTHDAY GAME

tions correctly. He may also impose all the forfeits and tell the other players how to redeem them. Then, in turn, each player must pay his forfeit for the amusement of all others. The forfeit may be a recitation or the singing of a song, or the telling of a joke.

Be careful to impose no very hard forfeits and none that are dangerous. Make each contribute in some way to a celebration of the holiday: the speaking of a school piece about Washington, the telling of a story about Washington, or the recitation of some little verse or poem.

After this game, you may have a cherry hunt and look for small red paper disks that are hidden about the room. The first one to find twenty-two, the date of the birthday in February, wins.

After this, you can play games that are usually played at little party gatherings. If you have a *real* party there should be a Washington's Birthday cake. Small cardboard hatchets may easily be cut from cardboard to make place-cards. If you tie a bow of red, white and blue ribbon on these it makes them more festive. On the blade of the hatchet write the name of the guest.

With these toy hatchets, later, you may see who can "cut down" the dismantled cherry-tree. Blind-fold each player in turn again. Mark off a certain place upon the trunk of the tree that shows where the trunk must be "cut." See which player can place his hatchet upon it, and continue to play till

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one successful player is able to do this. He is said to have cut down the cherry-tree and may choose the next game to play.

George Washington, he was once small—
Oh, just a little boy:
They gave him a small hatchet
That was a little toy;
I wish they'd let me have one too—
A little one, maybe—
I'd like to have a hack with it
At some *old* cherry-tree!

VALENTINE PUZZLE FUN

Material Required to Make Valentine Puzzle Fun: Some empty envelopes, some pretty fancy postal cards or other valentine cards, also an empty shoe box with its cover.

Tools Needed to Make Valentine Puzzle Fun: Scissors, pen or pencil.

Every one enjoys the fun of valentines! You may have a little gathering of your friends and make for them a Puzzle Party and a valentine mail-box.

To make a valentine puzzle, take a pretty card and turn it over so that you can write upon its white side and not upon the picture. On this free side of the card write some valentine verse—not a long one:

The rose is red, the violet blue,
Sugar is sweet and so are you.

or you may write:

If you love me as I love you,
No knife can cut our love in two.

Sign your name to this, if you like. It may be part of the puzzle to solve the sender's name also.

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When the cards have each been written, address the envelopes you wish to send to each friend. Then take your cards and, one at a time, cut each in irregular pieces. Be sure to put the pieces of each card in one envelope and do not mix the pieces of different cards. One card should go into each envelope.

Ask every little friend to bring with him some postal card valentine without any writing upon it. Let him direct it to somebody at your little gathering.

All are "mailed" in the shoe box into the top of which you have cut a mailing-slit. Put the box upon a table and count out to see who shall be postman and distribute the valentines.

Each must put the valentine you have sent him together in picture form. The first to do this should have some small prize—a candy heart or a valentine you have yourself made. It will be quite exciting if you tell your friends that the first one to make the picture and turn his valentine over so as to read its verse aloud will win the valentine game.

Afterwards, if you like, all the different valentine pieces that were cut into puzzles may be mixed in one big heap upon a table and the one who can make a complete puzzle first will win another new valentine.

Afterwards, you may play round games that you choose. If there are not many at the little party, let everybody choose one game to play.

I am sure you will have ever so much fun. Pin a surprise of some valentine—either a red heart or

VALENTINE PUZZLE FUN

a penny valentine—to the coat of each little guest
when you say good-bye.

The postman brought a valentine—
It was a postal card—
I knew who sent the valentine
For guessing wasn't hard:
The wiggle-waggle writing there
Could not be a disguise
For Mother crosses t's that way,
I've seen it with two eyes!
Maybe she thought I didn't know—
Maybe she thought I *would*
Because she loves me all the time
When I am very good.

FUN FOR VALENTINE'S DAY

Material Required to Make Motto Candy Valentines: A sheet of cardboard and about a pound of assorted motto candies.

Tools Needed to Make Motto Candy Valentines: A pencil, some water-color paints or black and red ink, some paste, a pencil, some scissors, a ruler.

Have you ever made valentines? Of course you have—but have you ever made them with motto candies? That is something quite interesting and new. With some cardboard cut to make mounts, a bag of heart-shaped motto candies of all shapes and sizes, you can make most amusing valentines.

By reversing the candy hearts, so that the mottoes do not show, you can make odd little candy folk. When you have arranged the candies upon the colored cardboard, you will see that it is easy work. A small heart will be the head, perhaps; an oval candy will make the body; small hearts will form a string and make arms and legs. The skirt of a lady may be made with a triangular candy or with a square or oblong one. The trousers of a funny little man may be oblong candies. You will easily

FUN FOR VALENTINE'S DAY

see for yourself how the shapes may be adapted to picture-making.

When you have made a picture, cut out a mount for it, if you have not done this first. Glue each candy in place upon it. Library paste will do. Be careful not to use too much glue or paste on your brush because none must push beyond the rim of the candy and make a mussy place.

When you have glued your figures to the mount, take a fine paint-brush and outline eyes, nose, mouth on each motto candy person. If you have no paints, use crayon or red ink and black ink and a pen. You will need clean fresh pens, should you use ink. The eyes and nose may be drawn with black and the mouth be made with red. Then, if you have a paint-brush afterwards, dip your brush into the red ink and then into some water. Dry it off a little and dab the cheeks to make them red. Be careful not to make them too bright. Red buttons may be drawn on dresses, red necktie or ribbons may be drawn also.

After this, find some motto that is funny and glue it so that its verse makes the verse of the valentine under your picture.

Animals, houses, flowers, birds, butterflies, trees, in fact, almost everything you can think of, may be made in motto candy pictures. Even a funny St. Valentine himself may be represented. You should draw or paint a halo around his heart-shaped head —either in ink or gold paint.

For making animals, use small hearts for ears,

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medium-sized hearts for legs, and larger ones for bodies and heads. Very comic valentines may be constructed in this way.

If you want to make a picture of a house, choose the largest motto candies you can buy. They often come two or three inches high. They sell "Two for a penny." Turn the heart over to stand upside down on the mount: the point will now be the peak of the roof. You may take red ink and color a red roof on the upper part of the candy. Then outline two windows and a door in black ink or black paint. You may make green blinds, too. On either side of the house you can make a tree out of a heart, inverted with a smaller inverted heart for its trunk. A green heart would be the right thing for a tree with a little brown candy to make the tree-trunk.

Very pretty flower designs may be made. Five pink hearts turned over so that their mottoes do not show and points put together at a common center form a pretty wild rose. Small green candies will make a stem and leaves. In the same way, four green candies will suggest a four-leaved clover.

Two heart-shaped candies joined with another two make wings of a butterfly. The body should be a long and narrow motto candy.

Borders for valentine trimming may be made out of the very tiny hearts. Upon the colored cardboard mounts, the colored candies show up well. You may cut your cardboard mounts large or small. A good

FUN FOR VALENTINE'S DAY

size is seven or eight inches long and six or eight inches high.

If you want to have some valentine fun with friends in honor of Valentine's Day, you may make a game to play with these motto candies. You may have a simple little party, on Valentine's Day, if you like. I will tell you how to make it.

Your invitations—if you give them in a formal way in a little envelope, can be written upon paper that you cut heart-shaped. Take some good pad paper; cut a piece the size of your envelope; fold this to make a pattern. Fold it once and then cut half a heart in the paper. Unfold and you will have the pattern for your note-paper. Now, fold a piece of paper double the size of the envelope and put your pattern upon it. With your scissors cut out the shape of the note-paper leaving the edge where the fold comes uncut except at top and base. Then make as many of the sheets as you have invitations to write. Your little invitation may read like this:

Please come and play,
On St. Valentine's Day.

If you like, you may print the invitation with red ink on pink paper and this will suggest a motto candy when you have painted a little red rim all around it at the rim of the paper. Use only one side of the paper and sign your name. Write the date. Give the hour, too. The invitation may be sealed with a wee red heart-shaped seal. To make

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one, just take your scissors and cut some red hearts from paper. Paste one on the flap of each envelope.

When you have sent these little invitations, you will have to prepare for the fun to come. Each little friend will need six cardboard cards. These you will need to cut yourself from sheets of red, green, yellow, and gray cardboard. Arrange a big table with chairs for each party guest. Place at each chair the four cardboard mounts. In the center of the table, have a jar of paste and two dishes with motto candies in them.

Seat the children and show them how to make the valentines. After everybody has made a valentine, you should start a valentine picture contest. See who can make the best picture! Originality, neatness, cleverness of plan all count. Put the pictures in a row and let everybody cast a vote for the one he thinks the best. Award a prize of a big fancy valentine.

After this game has been played, you may play one of matching hearts. To make this, you will need a sheet of red paper. Cut out half as many hearts from it as there are little guests. Cut each heart zigzag through its center in a different way. Give a half a heart to each child and see who can match pieces first.

If you want to have a valentine mail-box, you may make one from a big cardboard box merely by cutting a mail-slit in the side of the box. Give every child present some paper to wrap up the val-

FUN FOR VALENTINE'S DAY

entines that have been made from motto candies and let everybody direct his to somebody present. After all are mailed, distribute them as directed. Be quite sure to have in the valentine mail-box *one* valentine for each little guest so that nobody will be overlooked. You can put these in yourself when you make the mail-box before the party.

You may serve glasses of lemonade at your party. Tie a red paper heart to each glass tumbler and put all the tumblers on a tray. If you have cake, have small cup-cakes and place on each a motto candy. This is easy to do. Your mother will make a little white sugar icing and this may be used under each candy to fasten it to a cake. Or, if you use one large cake, the candies may be used to trim it in the same way. Place them in a circle all around the rim of the cake and in designs upon its top. Perhaps you can make a motto candy picture. If you do, don't use paint upon the candies as it may be poisonous. And after the candies are inked or painted, they are merely meant for play—not to eat.

You may have a heart hunt by cutting small hearts out of paper. Let some older person hide these all around the room and then see who can find the most hearts. I am sure you will think of other jolly games to play.

I made a funny valentine for somebody to-day,
I made it with red paper that I'd put aside for play—
I'll tell you how I made it for I made it all alone
And you might like to make one, too, all for your very own.

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I cut a square of paper and I folded it in half,
And then I cut a half a heart and tried to make it laugh—
I cut a funny smily mouth, a little nose, one eye—
And when I opened out the heart, it did laugh, for, oh! my!—
There was a happy smiling face a-laughing just like mine
And so I gave my Happy Heart to mine own Valentine!



Some Valentines Made with Motto Candies.



Some Games to Play on St. Patrick's Day, March 17th.

FUN FOR ST. PATRICK'S DAY

Material Required to Make St. Patrick's Day Games: A sheet of white cardboard, some toy pigs, green paper, a small-sized cardboard box.

Tools Needed to Make St. Patrick's Day Games: Scissors, crayons, and a few pins.

St. Patrick's Day is March seventeenth. At that time, the shops begin to show all manner of funny little Irish dolls, toy pigs, shamrocks, and green bows. These are all meant for St. Patrick's Day fun but you can make your fun yourself just with crayons and scissors and you can have a fun party after school, maybe.

I dare say that you draw at school and that you have a box of crayons; so first, take a sheet of cardboard and outline the head of an Irish paddy. He should be simply drawn like the paddy in this St. Patrick's fun party here in your book. Do not put the pipe in his mouth. That is slipped in there and is another part of the game. The hat should be green. The hair of the man should be red and you may make his suit green or brown.

Next, cut the outline of a pipe about three inches long. Use this for a pattern and cut as many more

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pipes from thin cardboard as there are to be players. Write each player's name upon his pipe. Give each player a pin.

Blindfold each player with a big thick handkerchief or towel. Do this in turn, one after the other when you have counted out to get the right order for play. Then turn the player who is starting three times. At the last turn, start him straight toward the picture of the Irishman you have drawn on the cardboard and hung low enough to reach easily when the player's hand is outstretched from the shoulder.

Tell the player to try to put the pipe in the mouth of Paddy. He must put his pin into the first thing he touches. And then wait his new turn to try again, if unsuccessful. You will all laugh to see where Paddy's pipe goes!

Of course, everybody will play fair and be properly blindfolded! You may play the game till somebody gives Paddy his pipe where it should go—right in his mouth! If you like, you can give as a prize for this a small green ribbon bow mounted on a long pin and meant to pin upon a dress or coat. Any little toy piggie will be a good prize, too—or a soap-bubble pipe!

Another game you can play is to try to put a shamrock in Paddy's hat-band. You may cut the shamrocks like large clovers, three-leaved. Mount them each on thin cardboard and cut them out again. Use them to play the blindfold game as you used the pipes.

FUN FOR ST. PATRICK'S DAY

Another game is played with little toy pigs. You may make a pig-pen for them using the half of some cardboard box. If you like, you may make it with a gate that opens. Place it upon a table where players may reach it easily. See who, blindfolded, can put Paddy's pig into the pen. No fair feeling around, mind you! Put the pig down as soon as you touch something!

If you like, you may cut paper pigs to use in playing this game. They are first cut in pattern from thin white paper and then the pattern is used to make other pigs that are cut with scissors and finished up with markings of crayons.

A St. Patrick's card game is not hard to make either. Draw on a sheet of cardboard twenty-five cards. If you use a ruler and measure, it will be easy to make all the same size. Each card should be about two inches wide and about four inches high.

When you have made all and cut them out, write upon *one*, *St. Patrick*. Number the others, two and two alike beginning with *I*. There should be two of *I*, two of *II*, two of *III* and so on up to twelve.

To play the game, place all the pack together and mix the cards well. Don't let any of the players see what the cards are. Any number up to six may play. Deal the cards out face down, one at a time to each player, dealing to your left. There will be one extra card. Never mind who has it. That will not really matter.

As soon as all the cards are distributed, each play-

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er matches the numbers on his cards. He puts those of like number together and discards all that are matched. These should be put face down before each player and no player may tell what he is discarding. The object of the game is to hold the card named *St. Patrick* after all cards are matched.

When all have discarded like cards, the player at the dealer's right offers the dealer an exchange of cards. Nobody may see what card he is choosing. Backs should be kept straight toward the one who draws a card. As soon as any player draws a card that matches one in his hand already, the two are discarded and he obtains another turn to draw from the same player.

Exchange goes on till players drop out, one by one, and at last, the final matching is done with unusual excitement. The winner holds *St. Patrick's* card.

I think you will find this a jolly game to play almost any day!

Just after Valentines, you know,
That is the time when shamrocks grow—
In all the windows they are seen
A-growing in their pots all green:
Where do they come from every year?
Across the sea from Ireland *here*?
It would be far across the sea
To travel over here to me!

THE TOPSY-TURVY FUN FOR APRIL FIRST

Materials Required to Make Topsy-Turvy Fun Party: A sheet of thin cardboard, some colored crêpe papers, some waxed paper and white paper, tissue paper.

Tools Needed to Make a Topsy-Turvy Game and Topsy-Turvy Fun: Scissors, pen or pencil, paste.

Any day in the year is appropriate for Topsy-Turvy fun, but April first is the time when, perhaps, everybody will appreciate it most. It is not nice to play practical jokes on that day, but a fun party will be just the thing for merriment. You should plan for your Topsy-Turvy fun beforehand by sending your friends topsy-turvy invitations written in topsy-turvy writing. That sounds interesting, doesn't it!

This is the way to write topsy-turvy writing: take a sheet of paper—pad paper. Use a pencil to write upon it. Write your invitation as you would write anything in the usual way. The invitation may be something like this:

Dear Wopsie:

If you can come to see me on the afternoon of April first, we will have a good

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time with some other friends. We are going to play a Topsy-Turvy Game and just have fun. I hope you can come.

Your friend,

TOPSY.

When this is written, take a piece of thin tissue paper and transfer the writing *wrong side* to the sheet of paper you expect to send as invitation. When it is transferred, go over the writing of pencil in ink. The writing must be clear enough to hold to a mirror. When held up to a mirror, the writing can easily be read *right*. It looks, however, very unusual and queer on the invitation.

If you have asked your mother's permission to have the fun, she will not mind your doing some unusual things that are funny and appropriate for that day—though not for other days. It is really an April Fool party.

You might arrange the table in your play-room topsy-turvy upside-down and the chairs in the same way and tie to each a card with *April Fool* upon it.

Every little guest should have a foolscap that you have made beforehand. You may easily take some newspaper, roll it into a cone, cover it with some pretty Dennison crêpe paper and paste around its border a rim of pictures cut from crêpe paper or colored magazine prints. At the top of each pointed cap there should be tied a yard of narrow ribbon

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and each cap should fit within the other. These make a fitted "nest" and when each child has chosen an end of ribbon, each in turn pulls from the "nest" his foolscap. At the end of the cap's ribbon is a small card with *April Fool* written on it.

Every one should put on his cap.

The game of Topsy-Turvy should begin right after this. You may turn the table and chairs back and play at the table. It is a card game and you will need to draw the cards upon a sheet of cardboard, make the game and arrange all this before the "party."

Draw on the cardboard with pencil and ruler, making sixty cards. This sounds like a great deal of work but it will take only a few minutes when you rule by measure on your cardboard. Make each card about three by two inches. Cut each out. Divide the pack into two packs of thirty cards each. On the thirty cards in one pack write the word *topsy*, wrong side transferred as you wrote your invitations. On the thirty other cards write the name *turvy* in the same way. A pack of sixty cards will answer for as many as six players. Any number under this may play the game.

All cards must be well mixed and shuffled before starting to play the game. Deal out one at a time, face downwards to each player, beginning to the left of the dealer.

No player may look at the cards in his pile.

When all are dealt out, the dealer begins the

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game by turning over his top card quickly so that all can see what it is. He puts this card in front of his pile. The next player to his left follows suit and the next and next as fast as possible. All must watch the cards carefully for when *topsy* and *turvy* occur, the first one to call out "Topsy-Turvy" wins such cards as his opponent may have placed upon his second pile. If he does not himself have one of the matching words but if he is the first to see the "match," then he wins the piles of the two players. (Where there is any doubt as to who first said "Topsy-Turvy," nobody may take any of the cards but play continues till next matching.)

The one to gain all the cards wins the game. The players who do not obtain new cards take up their second piles and use them over and over for play, shuffling them anew each time they need cards to turn over and start anew.

For a prize for the April Fool Game, give an April Fool Doll made of paper braided. This is the way to make a doll: Take some white crêpe paper about three or four folds ten inches long. At one end, tie a string to make a knob for a doll's head. The string forms the neck. Next, where the doll's waist should come, tie another string. At the waist, divide the paper into two halves for legs. Cut each half, if you like, into three strands and braid these three to make each one leg. At the ankle, tie a string to make a foot and cut both feet and legs evenly. The doll's arms are strands of braided paper forced through the

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upper part of the paper body. The doll should have a colored paper foolscap on his head. Eyes, nose, mouth may be cut from black paper and pasted on or may be outlined with water-color paints on the doll's head.

After the prize is awarded, you must pass the "refreshments," and these are April Fool candy sticks that look so real you will feel they are good enough to eat as well as to fool and make fun with.

These candy sticks are easy to make. You will need to make one for each guest. To make a stick of April Fool "peppermint," begin by rolling a tube of thin cardboard to the size and length of an ordinary stick of candy. Paste the tube together and cover it with white crêpe paper pasted on smoothly. After this, cut very straight and narrow strips of red tissue paper and run one around and around your candy tube to look like the stripe in peppermint sticks. Paste the red strip lightly here and there. Roll each "stick" in a roll of waxed paper twisted at either end, and when you have finished, nobody will ever detect the "fool" till the waxed paper is removed. It surely is fun!

Molasses sticks should be made in the same way but of brownish tan paper with dark brown paper strips. Red candy sticks may need no stripe. You may make an assortment and pass them around.

I think everybody will like your party. You can pin an *April Fool* label on every coat and hat to be found when little guests seek their wraps to go home.

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But remember never to make personal practical jokes
and never do anything that will hurt. Have *fun* but
don't be impolite. Never do anything that may hurt
another's feelings. Just have a jolly good time at
your April Fool Topsy-Turvy party.

Maybe that April First's the time
To make a funny joke—
But you should be quite careful
At whom your fun you poke:
Some people have a sense of fun—
But other people, they have none!

Maybe that some one plays a joke
That is a joke on *you*
And you can't chuckle at yourself
The way the others do:
Some people have a sense of fun—
But other people, they have none!

Maybe that April First's the day
When you should have a care
To make no jokes that are unkind
And *every one* can't share:
Some people have a sense of fun—
In unkind jokes, you'll find there's *none!*



April Fool Candy, Foolscaps,' and an April Fool Doll.



Games to Play at an Easter Party or for Fun in April.

EASTER-TIME FUN

Materials Required to Make Easter-Time Fun: Some cardboard, some pictures of Easter bunnies and chicks, some artificial flowers, Easter toys, white pad paper, pin-wheel papers, crêpe papers, cotton batting, blown egg-shells.

Tools Needed to Make Easter Fun: Crayons, paste, pins, a pencil, scissors.

If you want to make your own Easter-time fun with your own friends, you can make an Easter Egg Hunt and play games after it. These will be Easter games and played with chicks, bunnies, and flowers.

The games are very simple and easy to make. If you have the picture of a big bunny, cut the bunny out and paste him upon a sheet of cardboard. The bunny should be at least twelve inches long. I cut my bunny from some Dennison crêpe paper that was meant for Easter decoration. If you use the same thing, be careful to paste only around the rim of the cut-out, as the crêpe paper stretches out of shape unless it is so handled. The bunny game is to be a blindfold game like Donkey Party. Each player is given a little round of white pad paper upon which a bit of white cotton has been pasted to make a cotton

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bunny tail. Every player's name is written on the paper at the back. A pin is run through the cotton tail and every player, when blindfolded, in turn must try to pin his cotton tail on the "cottontail."

The one to do this successfully may lead out in the next game or receive a prize. The next game is played with artificial flowers. Upon a piece of cardboard about twelve by fifteen inches, draw with your crayons a flower-pot and the stem and leaves of a plant that has no flowers. Hang this picture up as you hung the rabbit's picture at one end of your room low enough to be reached with outstretched straight arm.

Give each player a pretty artificial flower of some different variety. Count out for order of play. Blindfold each player in turn and see who can put his flower on the plant. The play continues till one player is successful.

After this, you may take a pretty Easter basket and lay it on a distant table. It should be arranged like a little nest. You may play a similar game to the bunny and flower game by cutting little yellow paper chicks from paper, mounting each on cardboard, writing the player's name one upon each. Blindfold the players in turn and see who can put the chicks in the nest. You may play the game with white cotton bunnies that come "six for five" at the ten-cent store or with small downy cotton chicks, sold at Easter everywhere and made of yellow cotton.

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You, of course, know what fun an Easter Egg Hunt is. If you live far away from a city, you cannot, perhaps, have the tiny candy eggs that are often used for this. But you may cut egg-shapes from colored cardboards and paste pretty scrap-pictures or pictures cut from magazines upon them, making cards. Or you may just cut colored cardboard cards, egg-shaped. These should have numbers on the back of each one. No egg should be numbered like another. Better number all at once and run the numbers in a series. You can make a great many egg-cards if you cut them from folded paper. But if you have time ahead to prepare your fun, use colored cardboards for the egg-cards. The paper is apt to tear more easily. Fancy wall paper may be used for Easter egg cards and decorations, too.

Hide these paper eggs everywhere about the rooms in the house where you are allowed to play. When your friends have come, start the hunt and see who can find the most eggs. Then add up the numbers on the back of each and see who has the largest sum. Each winner should receive an Easter prize—a pretty card or a dyed egg.

You may also play Hide the Egg as one plays Hide the Thimble. One player is given an egg to hide and all others must leave the room. The egg is then hidden by the first player and must be hidden in such a way as to be *in sight* somewhere in the room. When this is arranged, call in the others and let them hunt. "Hot" means you are near the

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object. "Cold" means you are far from it. By asking, "Am I hot?" or "Am I cold?" the players find the egg. See who can find it first. The one who finds it is the one to hide it next time.

There are some little favors for Easter-time that you will enjoy making yourself. Have you ever made surprise cards? Easter egg surprise cards are something you can make from white pad paper and colored pin-wheel papers. You will need scissors and some paste.

First draw the shape of an egg on your pad paper. Make the egg about five inches long. Cut a number of eggs from paper using the first as a pattern guide.

Next, from some yellow pin-wheel paper, cut out a chick and make others like it.

After this, run your paste-brush around the edge of a white paper egg. Place a yellow paper chick upon it and paste another paper egg-shape on top so that only the edges of both eggs have paste upon them. After the paste is dry, crayon or color a fancy rim around both sides of the paper egg-shape and write upon one side:

Open this egg and you will see
What Easter brings to you, maybe!

Fluffy cotton chicks that are very cunning may be made with absorbent cotton and cardboard. Cut out paper chicks and paste over their bodies some white cotton. Cut it off to the proper shape all the way

EASTER-TIME FUN

around and your chick will be a fluffy cotton one. You may like to put one like this in your Easter surprise. If you glue a little easel-back to the chick you can make it stand upright. If you have a small black bead, glue or sew it in place for an eye.

Cooked eggs may be made into bunnies. Did you ever try to make an Easter bunny this way? When your egg is cooked hard, take some cardboard and cut from it two long bunny ears, four bunny legs and paste these in place on the egg-shell to make a bunny. A bit of white cotton will make a tail. Crayons will do to outline pink eyes and nose. If you use the best of paste and let the egg bunny dry thoroughly before you attempt to play with him, he will stand by himself.

Of course, you know how to "blow" an egg that is not cooked. If you make a hole in either end of the egg-shell very carefully and blow downward through the upper hole, the egg itself will go out of the hole and leave you the pretty white shell to use for making Easter-eggs.

Run a ribbon through each hole, after you have washed and dried the egg-shell. Make a little loop of ribbon at the top hole and a bow at the lower one. Paste a picture or an Easter sticker of a chick or rabbit on either side of the shell, and there you will have finished a pretty Easter egg!

Even though you have no money to spend for sugar eggs or candy-box bunnies, you may have just as good a time as *anybody* with Easter fun that costs nothing.

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If you could choose the kind of toys
 You'd have on Easter Day,
Which would you take—an Easter egg
 Or bunny made for play?

I think I'd choose a yellow chick,
 And eggs and bunnies too,
And then I'd wish for more of them,
 Now, really, wouldn't *you*?

OUTDOOR MAY DAY FUN

Material Required for Outdoor May Day Fun

Making: A shallow dish, some woodland moss and wild woodland plants, pebbles, toy figures and a basket with which to go a-Maying.

Springtime and Maytime! Isn't it fun? You begin to watch for the first signs of it about Valentine's Day, but it doesn't really and truly seem *spring* till you can see the big fresh outdoors in the woods—and the time to see this and celebrate it is in May.

On the first day of May, in olden times, it was the custom to go to the woods. Nowadays, we have May Day parties in the park. We choose a May Queen and, perhaps, a May King, too. We have the old, old May-pole dance and we play games. But some few of us who live near the woods just make a May Day celebration of real brooks and wild-flowers. That's the best May Day fun there is!

If you like, you may choose a May Day Queen to go with your party. I think you will want to choose the nicest little girl you know. You will not dress up to go on this May Day fun party. You will wear warm clothes and sweaters and, most likely,

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it would be wise to carry a good pair of rubbers. Everybody must have a basket. This each child may bring with him, or you may make the baskets out of cardboard shoe boxes. To make a basket, remove the cover of the box. Cut a strip of cardboard an inch and a half wide and about eighteen or twenty inches long. Fasten one end of this cardboard strip with a round brass paper-fastener to one long side of your box. Put it exactly in the center of the box-rim. Fasten the other end in the same way, opposite. This makes a basket with a handle. If you place in this basket's bottom some waxed paper such as sandwiches are wrapped in, it will keep the moisture from spoiling your basket when damp plants are placed in it. The box should have a lining even if this be but newspaper or thick brown paper.

Your May Day fun party should carry a trowel and perhaps a dull round-bladed knife. You are going to the woods to find spring surprises and you are going to bring these home and make indoor gardens to grow for you. You are going to see who can make the loveliest. This, you see, is a May Day game—your game.

Into your baskets go all the pretty stones you may find at the brookside. The mossy small pebbles are just the very thing! You will find wee violet plants that may be dug up by the roots. Use the round-bladed knife and lift the wee plants carefully into your basket. Three or four are quite enough. Don't

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injure the woods for a later party by spoiling the flowers!

Be careful to pick only the plants you know well. Remember that some wild things are poisonous. There will be plenty of green growing things that are not—violets, Jack-in-the-pulpits, ferns and other wildflowers. And be sure to bring lumps of green moss. You will need this later on when the May fun party reaches home.

When you come home, find some newspapers and some old flower-pots—wee ones and flat drainers. If you do not have these, each child should have an earthen baking dish or shallow dish of some sort. With moss, pebbles, plants, see who can make the prettiest bit of woodland. Each child must put his moss, pebbles, and plants on a newspaper. The work does not take long. First plan what you want to do. Place the plants in the dish. Arrange them firmly with earth around them. Place moss over this to cover it entirely and then put the mossy stones where you think they would be pretty. You may make a dish landscape that suggests a grotto by a brook. Very tiny pebbles that are laid across the dish will make a brook's bed—a dry brook, it is true, but still "a brook!"

If you and your friends have little toy fairies or birds or frogs, place these in amongst the Jack-in-the-Pulpits and fern and moss. The pretty bits of woodland in your dishes should be displayed in the form

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of an exhibition and you can give a small prize to the one who has made the most beautiful one. Have those who come to view the exhibition cast votes on folded slips of paper. Place these in an open basket or box. The prize should go to the prettiest woodland nook that has been voted best. The prize may be a package of flower seeds.

If you have Jack-in-the-Pulpit plants left from the contest, place these with moss to stand upright in some dish. Fit moss over their bulbs. They will be wonderfully interesting to watch. If you have carefully gathered them without breaking stems or bulbs, the Jacks will grow and develop day by day for you just as they grow in the woody places. Even tiny green sprouts of Jacks, tall and pointed without sign of green leaf yet—these may be carried home with their bulbs and day by day you can watch the progress of unfolding leaves and blossom. This will be a real Maytime happiness! If you like, you may pot these wee Jack-in-the-Pulpit sprouts and place each in a small-sized flower-pot. It will make a lovely May-day gift to give a friend. Crêpe paper may be tied around the earthen pot with a strand of ribbon or colored raffia.

Upon the First of May, one time,
I had a splendid play:
We carried baskets to a wood
And had a Queen of May—
And each of us, with mossy stones,
And pretty things all green



A Woodland Party Made in a Dish.



Trophies Brought Home from a Real May Day Party in the Woods.

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Made in a dish a fairy dell—
The dearest ever seen!
I put a Kewpie doll in mine—
Maybe you have one too
And you can make a fairyland—
It would be fun to do.

INDOOR MAY DAY FUN

Materials Required to Make May Day Fun: Tissue papers of assorted colors or Dennison crêpe papers that have flower patterns, wire, string or ribbon, some cardboard and flowers cut from wallpaper patterns, paper dolls, artificial flowers, some small cardboard boxes to make into baskets, some very small picnic plates to make into May baskets, some paper clips with which to fasten handles upon baskets, twigs from trees.

Tools Needed to Make May Day Fun: Scissors, paste.

It seems strange that May Day is usually a day that is *rainy*. Or, if it is not rainy, it never is as warm as it should be for outdoor fun. The real place for a May Day fun time seems to be right in the house if you are thinking of making a little party in honor of the day. You can still have a May Queen and a May-pole and May flowers!

In order to prepare for an indoor May party, you will need to find some colored tissue papers. Better than the colored tissue papers are the Dennison crêpe papers that have flowers printed on them. These you can cut right out of the paper and make into

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garlands and spring-like blooming twigs. If you have some flowered wallpaper, this, too, you may use. Cut the flowers out in clusters.

You will need to have flowers scattered all over the rooms where you intend to play. These you must cut out before the party day. An easy way to cut blossoms from plain tissue papers is to begin by making a number of small circles outlined upon pink, yellow, white and red tissue paper. You may make several folds of tissue and cut about ten blossoms at a time after you have made a pattern to use in cutting. This is a white paper circle. Fold the circle in half and cut three scallops with your scissors. Each should be deep to make the round petal of a flower. Then unfold the circle and you will have cut a blossom. Use this pattern, if it is good—if not, try again till you make a good pattern. Then make a number of folds of tissue paper, first one color and then another. Cut a large supply of blossoms. You will need to use at least six sheets of colored tissue papers. When these blossoms are “crinkled” a bit at each center, they may be strung upon a ribbon that has been threaded on a darning-needle. A knot should be tied in the ribbon between each blossom and thus you make a garland of tissue paper flowers. Each child should have a darning-needle threaded with pink, white, green or tan-color baby ribbon. Of course, everybody must have a garland to wear!

Every one must make May Day twig blossoms, too. These are done by pressing the paper blossoms on

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dead twigs, much as if the twig were like the ribbon you threaded. When the blossom reaches the place where you think it should be placed, "crinkle" it with your fingers at its center and paste it in place tight. By putting these blossoms on the dead twigs, you may make a pretty May Day wand for the May Queen.

Your party should open with a choice of May Queen. Have some slips of paper and pencils and let everybody vote. You may chose a May King in the same way, if you like. After this, give each child a basket to use in gathering blossoms that have been scattered all about the rooms in odd nooks—everywhere.

It is easy to make pretty fancy May baskets by taking wee picnic plates and fastening small handles to them. The plates are about three inches square. You can buy a dozen of them—or more—for five cents. Make a pretty colored tissue-paper mat to put in the bottom of each little dish, fringe the edge with some scissor-snippings or scallops. Then cut from colored cardboard some half-inch strips about seven inches long. Fasten the end of a strip *inside* upon a little fancy paper picnic plate. Use a paper fastener for this work. Then fasten the other end to the opposite side of the picnic plate and you have made a cunning little May basket. Each one to enter the fun of gathering blossoms must have a basket.

When all have done this, give out the ribboned needles and let each make his own garland. From

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these, the Queen and King may choose later the ones they are to wear. They may choose their scepters or flower wands the same way, if you like.

Then, of course, there comes the crowning of the King and Queen of May. You should have a throne arranged with shawls or chairs and cushions and crown the chosen royalty with the garlands. After this, you may like to play a flower game made with wallpaper flowers pasted upon cardboard cards. If you have no wallpaper from which to cut flowers, you may write the names of flowers upon plain white cards cut to the uniform size of three by four inches.

This is the way to make a Flower Game: take cardboard and rule it off evenly into cards each about four inches high and about three inches wide. Make twenty-four cards. Write the names of six spring flowers upon the cards: first, four cards of one name and then four cards of another name, and so on. There should be four similar cards in each series.

If you have flowered wallpapers, you may illustrate the cards by pasting on each of four cards a similar flower. Be very careful to make four alike —*exactly alike*. Use six varieties of flowers for the game. Mount each cut-out flower design very carefully and neatly on each card.

The Flower Game is played by four or more players. No more than six may play it and not less than four. When cards are dry, they may be placed in a pack to await the time when you wish to use them for your May Day fun. Then, when you play the

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game, begin by seating the players around a table. Shuffle the pack of flower cards thoroughly and deal a card at a time, face down to those seated around the table. When all are distributed, tell the players that each must obtain a handful of four similar flowers. (If you have illustrated the cards with wallpaper flowers, it may be well to show players before the game starts just what flowers are in the pack and name them so there need be no mistake. If you have *written* names only upon the cards: violet, bloodroot, windflower, Mayflower, Jack-in-the-Pulpit and like names, you will not need to do this.)

Play is made in turn. Each player may ask any other for the kind of flower he wants to collect. If that player has the flower, he must give it up. Then the player is entitled to another turn till he fails to obtain what he asks for. The first to make a bouquet or handful of four similar flowers wins the game.

There is still another May Day card game you can play. It is played with the same cards and is called May-flower.

Deal out the cards, one at a time to each player. When all are dealt, the players may take up their cards. Each must put a flower in the center of the table as his turn comes. If any player can put down a May-flower, this takes all the cards that are in the center of the table. The one to take all the cards wins.

A pretty prize for the winner of a game is a wee

INDOOR MAY DAY FUN

May-pole. You may make it yourself. You will need some green crêpe paper of two shades, some narrow baby ribbon, and some artificial flowers.

First, cover a smooth stick about ten or twelve inches tall with green crêpe paper. This is done by cutting a narrow strip and pasting an end at the end of the stick to cover the point. Then twist the strip carefully and smoothly around the stick to cover it. Fasten it again at its base and cut off any end of crêpe paper that there may be.

Next, while the pole is drying, make a pretty green circle to put the pole upon. This is made by cutting a big circle of white or green cardboard. The circle should be at least eight inches in diameter. On this circle, you must paste grass cut from dark green crêpe paper. It sounds strange to say that you can make grass but if you look at the picture you will see how this grass looks. It is easily made by cutting one inch strips of the paper and snipping this doubled. Then paste these strips around and around the flat circle letting each plain under part be pasted over the first plain part till your circle is covered. Begin at the outer rim of the circle and work inward. When all is dry, ruff up the snipped paper to look like grass.

Make a circle of narrow cardboard about ten inches in diameter and cover it with twisted tissue paper to form the ring of the May-pole's top. Tie this with ribbons that fasten tight to it and fasten again at the top of the wooden paper-covered pole's

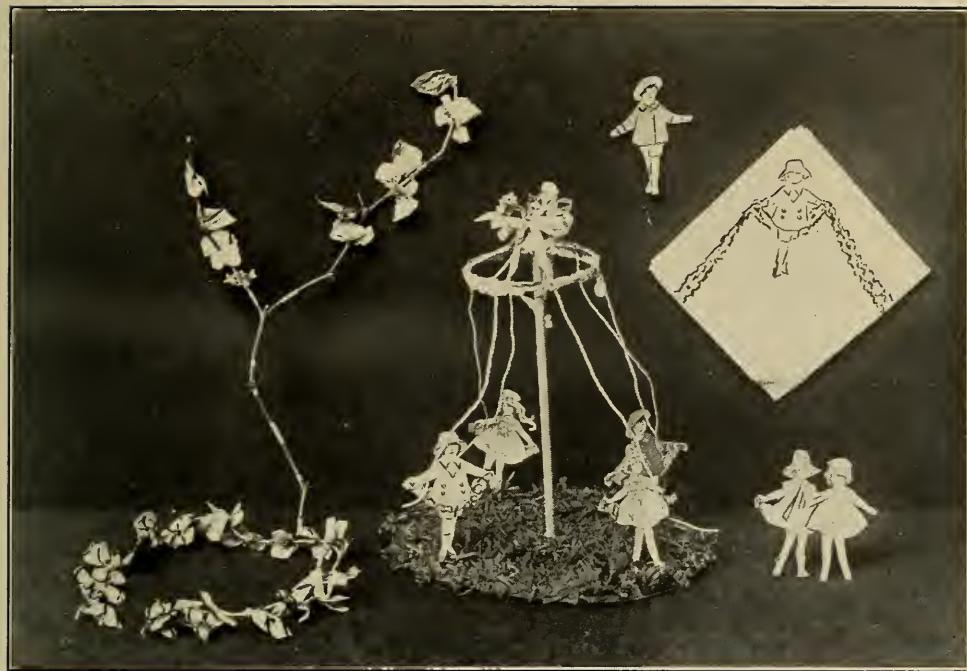
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top. Then tie a knot of little artificial flowers with a bow of ribbon to cover any ribbon ends or pasted paper that is there. The ends of the ribbons—there should be about four—hang down to make the May-pole streamers. Paper dolls fastened at the back with wire standards may hold the streamers of the May-pole.

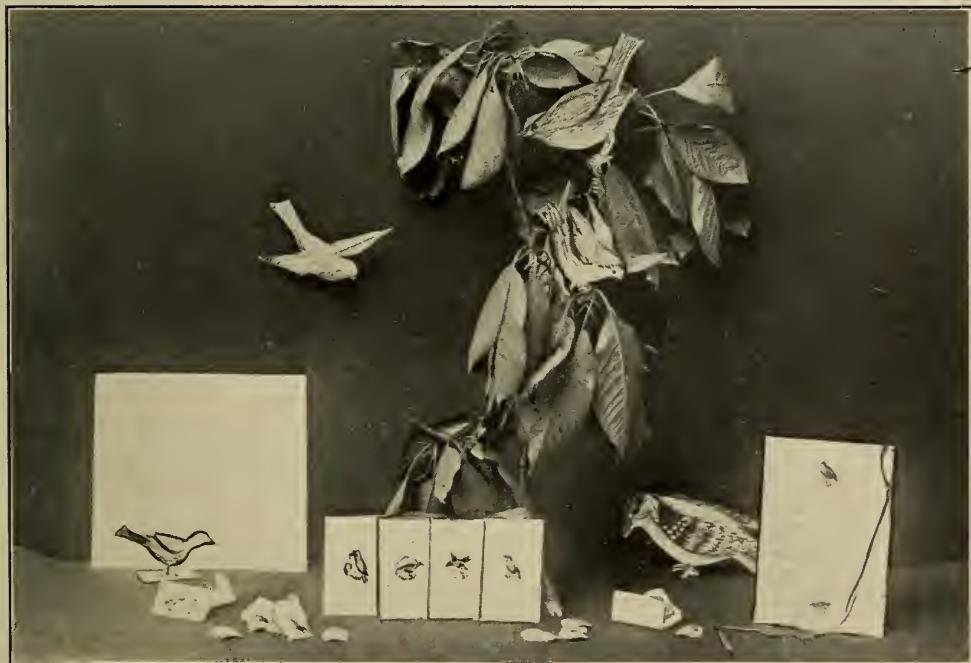
If you like, you may have the May-pole upon a table and serve lemonade and crackers from the table. In this case have a paper doll for each child and have all numbered. Give one to each little guest. The numbers tally with little favor gifts of artificial flower nosegays that are passed around in a basket with the crackers. Each must find his own by number. Then, of course, everybody pins his nosegay on with a pin.

After the refreshments, the Queen and the King choose games to play—and then the May Day party says good-bye and runs home, each with his or her little May Day basket and nosegay. I think everybody will have had a good time, don't you, when good-bye is said at *your* May party?

We had a party at my house,
Upon the First of May:
We chose a May Queen and a King
Just for a May-time play.
We hunted paper flowers
And we strung some garlands, too,
Though all were made of paper,
It was great fun to do.



Here is Fun for an Indoor May Day Party



June Fun is All About Birds, of Course.

JUNE FUN

Materials Required to Make June Fun: Pictures of birds, cut from Dennison crêpe paper or from printed bird pictures; cardboard to cut for a game made of cards, bird stickers that come as gummed seals.

Tools Needed to Make June Fun: Pencil, scissors, ruler.

Bird Fun is splendid play for June weather. You may plan for it in advance, for you will need to find at least ten or twelve large pictures of different varieties of birds. With these you are to make a row of hanging illustrations. None of them must have upon them the name of the variety of bird it represents. Your friends, when they come to share your fun, must guess. See who can identify each bird in each picture!

To help the fun, you will need to prepare tally cards: cut big cards from pasteboard. Each card should be about six inches by four inches. If you can buy some boxes of colored bird seals, ornament each card with one sticker at the top. Make a hole at the side of the tally. Tie a pencil to a strand of colored raffia and loop the raffia through the hole.

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Each one who plays the game must have one of these tally cards. Each must look at the bird pictures carefully and, without talking with another player or exchanging notes, must write opposite the *number one* on his card what *number one* bird in *number one picture* is. This may or may not be guessed right but you must have everybody write an answer. Then *number two* is looked at and guessed the same way. This continues till all the set has been guessed.

Now, gather together all the cards after the children have written their names on the backs. Give them out again so that nobody has to correct his own list of guesses. Then read aloud the right list beginning with *number one* and continuing in proper order. The wrong guesses on each card are crossed off each time by those who are correcting cards. At the close, the card that has the most correct list wins and the child whose name is on its back may receive as a prize a pretty picture of a bird that you have yourself mounted upon a pretty paper mat.

After this, you may have a bird hunt. Cut from some Dennison bird pattern paper all the birds illustrated: bluebird, robin, woodpecker, sparrow, and so on. The Dennison papers may be secured in any town. If you cannot get them, you may cut outlines of birds from colored papers and write a bird's name upon the back of each bird you make.

Hide the birds around the room. There should be about twenty birds hidden here and there. Place them in easy places, not too difficult to get at or too

JUNE FUN

hard to find. Then let the little friends hunt for them. See who can find the most birds. At the close of the round of the game, each child must tell what his birds are. (If paper patterns of birds are used and names written on the back, the child who holds the birds must tell what the distinguishing feature of each variety he holds is—bluebird is all blue, robin has a red breast, sparrow is small and quarrelsome and has a speckled breast of brown and white.) If the player to whom a bird belongs cannot properly describe the species, he cannot keep the bird.

The birds that cannot be kept are taken by one of the players who has the largest number himself and hidden about the room again. Then players are called in to try again. This continues till all birds have been properly found and identified. The one who has most successfully identified and found birds wins the game.

After this game, you may play another: take pencils and papers and see who can write the longest list of birds. Who knows the most birds?

There is still another game you may make and play. It is called Bluebird. It is made by cutting cards from bristol-board. Each card may be ruled from a series mapped out with ruler and pencil on a big sheet of thin cardboard. Make the cards about two inches wide by three inches high. Write upon two, *robin*; upon two more, *woodpecker*; upon two more, *thrush*; upon two more, *oriole*; upon two more,

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catbird; upon two more, *sparrow*; upon two more, *blackbird*; upon two more, *goldfinch*; upon two more, *lark*; upon two more, *thrush*; upon two more, *warbler*; upon two more, *blue jay*, and then write on one card *bluebird*. This makes a set of twenty-five cards. You may add other pairs of birds to it if you like and there are to be a number of players.

Any number of players may play if you add cards enough. For twenty-five cards, as many as six may use one pack. Place all the cards together and shuffle them well. Then deal out one at a time all the way around your table, face down. Nobody may see what the cards are till the dealer is through. Then, without letting other players see what cards are that each player discards, each must proceed to mate pairs of like birds. Two robins or two woodpeckers and so on. Wherever two of a kind happen in the hand of any player, the cards are put together and placed face down on the table beside that player.

After this, each player in turn exchanges cards with the player at his left. In doing this, hold your cards so that nobody but yourself can see them. When all cards of birds are mated, the player to hold the bluebird wins.

If you live in the city you may illustrate your game with pictures of birds. At the stationery shop you will find that they sell gummed stickers of bird pictures in wee boxes. Each box costs ten cents and the sticker pictures are used for sealing letters or packages. They come in assortments of varied bird

JUNE FUN

pictures and the seals may be pasted on the card-board cards to make your bird game. It will be fun to play with it at other times than just in June, I think, don't you? You may make a set of these cards for a prize to give at your June Fun party, if you like.

June's the time of bird song,
June's a time of glee,
June's the time for parties,
Fun for you and me.

Little birds are singing,
Everything is gay,
We, too, will be making
Jollity to-day.

FUN FOR JULY FOURTH

Material Required to Make July Fourth Fun: Red tissue paper, white string, thin cardboard, patriotic flag stickers in five-cent envelopes, some patriotic crêpe paper napkins with flags printed on them, some sticks of candy.

Tools Needed to Make July Fourth Fun: Scissors, pencil, paste, ruler.

July Fourth, I suppose, means to you fire-crackers and noise, parades and patriotic speech-making. But there *are* more ways than these to enjoy its spirit of celebration. It may be that *you* live away from places where fire-crackers go off *bang!* In this case, you and your friends may have fun with some patriotic games. These are all quiet games that you may play at a fun party. They are quite as much fun as noisy ones and, I think, better fun than most noisy ones!

Your fun may include fire-crackers too. But these fire-crackers are not made with powder and do not go off *bang*. They are prizes for your games. You will need to make the fire-crackers before the day of the celebration—unless, just for fun—you think others might like to help make fire-crackers and learn how.

FUN FOR JULY FOURTH

In the picture of July Fourth's fun, you will see the fire-crackers. They look real, certainly! They are so real that you'd believe them truly-ruly fire-crackers, but there is inside of each *candy*!

You will need to have some sticks of candy and beside these some thin cardboard that will roll easily. (Maybe, if your mother thinks you can't have candy, you can make the crackers without. I made some without.) First, divide your candy sticks into three parts, if you have them. Roll each part in some waxed paper. Cut some pieces of thin cardboard two by four inches in size. Put one bit of candy roll upon the cardboard and then roll this to form a tight tube. After this, roll the tube in red tissue paper that comes a penny a sheet. Tie at one end with a white string and then poke both twisted ends back into the tube—and the fire-cracker is all made! It takes no time at all! One sheet of red tissue paper is enough to make a number of crackers—all sizes. You may make very wee ones as well as large ones but keep the sizes uniform: little ones all alike, big ones all alike. This is done by cutting the cardboard in similar size always.

If you have some crêpe paper napkins that have flags at either corner, you may make real little flags for decoration by cutting these from the napkins and pasting each upon a strip of heavy cardboard or a stick. The shield of the United States may be cut in the same way.

With the flags, you may play a game. Cut a pic-

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ture of Uncle Sam from some magazine. Mount it with paste upon a large sheet of cardboard. Gather the children who want to play the game with you and have a big handkerchief to blindfold each in turn. Put the picture of Uncle Sam at one end of the room and see who, blindfolded, can place his flag closest to him. *That* one should receive a fire-cracker reward. You may play the game as long as you like in as many rounds as you think fun. Each time, there should be a reward for the successful winner.

In the same way, you may make a similar game to play with a five-cent flag. If you have no flag, you may cut a large oblong of white paper and make one by pasting strips of red tissue or red paper to form stripes upon it. From some paper, cut out a star for everybody who wants to play and see who can put his star upon the ground of the flag where Uncle Sam's stars should go.

Another game is a test for your knowledge of United States history. You may make it with a package of five-cent flag stickers and a half a sheet of white cardboard. Find a pencil, ruler, scissors—and your book of United States history.

Rule off upon the cardboard fifty-three cards. Each card must be about an inch and a half or two inches wide and about three inches high. Make every card the same size.

Divide the pack—twenty-six cards in one pile and twenty-seven in another pile. Take the twenty-seven cards and divide this pack, excepting one card. On

FUN FOR JULY FOURTH

thirteen cards, paste flag stickers. On the extra card write the date of the Declaration of Independence and under it paste a flag.

The other pack of plain cards, thirteen in number, should each have an important date of history written on them. Begin with early Colonial history and carry your dates up to the present time.

These twenty-seven cards may then be put in with the plain cards of the first divided pack. Mix all up well.

Seat players around a table—as many as six may play. As few as three may play. Deal out five cards from the big pack to each player. Deal with backs down so that nobody may see them. Only players playing may see their own hands. There may be no questioning between players as to what numbers of dates stand for. Reference may be made to the history book but only between deals or rounds of play.

To begin, the first player must lead out a date. If he has none, he plays a blank card. If he has no blank card, he plays a flag. But the player who follows a date card must try to take it with a flag and tell, in so doing, what that date stands for in United States history. When new hands are needed, the player at the dealer's left deals out new cards to each player again. These are all taken from the complete pack first made. The first player to gain a score of *thirteen* that stands for the original States wins the game. Shuffle all cards after each round, taking every play-

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er's gains back into the pack with all plain cards that have been put on the table.

Another nice thing to do at a Fourth of July fun party is to find some big railroad map of the United States and mount this upon a big piece of cloth or cardboard. With it, you may play a United States game. Give every player a pin with a piece of round paper a quarter of an inch large. Write every player's name on the back of his paper. Run the pin through. Then count out to see who shall begin the game.

Blindfold each player in turn and as you start each toward the map, blindfolded with arm outstretched and pin on paper, tell the player to try to reach Washington and put his circle on the District of Columbia. It will be very funny to see where some players locate this, but the play is continued till some one of the party is successful. Then give out the little Fourth of July favor or prize you have prepared.

If you have lemonade and cake afterwards, put flags on the tray or table where you serve the refreshments. If you can arrange to give everybody a piece of cake with a crêpe paper flag upon it, it will make an appropriate little remembrance of the fun party to carry home. And I'm sure if you show the children how to make the fire-crackers—even without candy in the cardboard roll—they'll think that is jolly to know. Inside each you might roll a little patriotic verse, maybe.



Patriotic Games are Fun for the Fourth of July.



Butterfly Fun Comes in August.

FUN FOR JULY FOURTH

I like to look up in the sky
And see there in the breeze
The Stars and Stripes a-floating high
Above our tallest trees:
It is so very beautiful
I'm glad that I can say,
I'm glad I am American
Hooray! Hooray! Hooray!

AUGUST FUN

Material Required to Make August Fun: Just some colored tissue papers.

Tools Needed to Make August Fun: Pencil, scissors, pins.

August is such a warm month that it is fun to play outdoors when the weather is fine and the lawn shady. But I'll tell you of a game you can play either indoors or out. First, you will need to hunt for your box of colored papers and cut out some butterflies. *That* sounds harder than it really is! A good way to begin is to cut a butterfly pattern in white pad paper.

Take a square of white paper from five to six inches in size. Fold it in two. Then with pencil, outline the wings of a butterfly—just one side of the butterfly with the body coming at the fold of the paper. Next, cut around your marks with scissors that go through both folds of paper at once and you will find that the butterfly is all made. Perhaps you may like to put colored crayon markings on his wings. Make a number of these butterflies, and when your friends come, pin one to the back of each friend. On each of the butterflies that are pinned onto the dresses or coats of your guests, write the name of a different flower. Each

AUGUST FUN

must guess what flower is upon his *own* butterfly. Nobody may tell him. He may ask questions but only such questions as may be answered by "Yes" or "No." When all have properly guessed, you may start another butterfly game. This may be Find the Butterfly.

Select one of the butterflies and count out for one of the group who shall be first to hide it. No butterfly may be hidden under any object or placed higher than the height of the one who hides it. It is not fair, *of course*, to peek: that's mean! All who are to hunt for the butterfly go off and count in unison up to one hundred. Then they call, "Ready!"

The first to find the butterfly is allowed to hide it next time. Everybody ought to have at least one turn to try this. The one to find it most frequently may have the chance to begin the next game.

This may be a blindfold game played with a large flower and butterflies. Each player should have a big paper butterfly with his name written upon it. The flower chosen is placed flat on a table at a distance. See who can put the butterfly on the flower. The handkerchief should be tied on for a blindfold and the player's vision should be tested. Then with outstretched arm, the player who has been turned around three times and started toward the flower, must put his pin and butterfly on the first thing his hand touches. The flower is the prize of the butterfly's owner who comes closest to it.

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I wonder—don't you like to snip with scissors? I do too!
And I've made up the nicest play—I'll tell you what to do:
You can make splendid butterflies, as easy as can be—
And afterwards, you make them fly! Oh, just you wait and see!
First, find some tissue paper—some yellow and some white;
Cut out four inches in a square (I think that is *just* right)
Then fold the square and cut—snip-snip one scallop and one more,
Then you will need a tiny twig. I'll tell you what *that's* for:
The tissue paper makes the wings of your big butterfly,
His body is the tiny stick. Glue it and let it dry.
It goes between the pretty wings, and when all this is done,
You and your pretty butterfly can have some lovely fun:
Tie some black thread about the stick. Hold one end in your hand,
The butterfly will follow you as if at your command:
You run—the butterfly behind floats after through the air,
Wherever you go it goes too. It follows everywhere!
And you can make it light upon the flowers, bushes, trees—
I think I never knew before *tame* butterflies like these!

SEPTEMBER FUN: A LEAF PARTY GAME

Materials Required to Make a Leaf Party Game: Bright colored papers in sheets of green, yellow, brown, red. White paper may be used in place of colored papers and colored with some crayons. Each player must have a fan made of paper or newspaper.

Tools Needed to Make a Leaf Game: Pencil, scissors.

In September the frost begins to turn the trees' leaves to beautiful shades of red, yellow, brown and bronze. Probably you have many times picked the leaves up and admired them. Did you ever want to keep them? Did you ever take a beautiful spray of leaves and *iron it?* If your mother will let you have a small bit of paraffine and a warm iron, you may put a bit of the wax on each leaf and iron it over the leaf so that the leaf will stay bright and last for a long time. If every leaf of a spray is so treated, the whole may be kept all winter lasting and lovely. Be sure to use only a warm iron and only a little wax that goes all over the leaf. Iron upon newspaper and iron both sides of the leaf. This will make a pretty prize for a leaf game, if you want to have fun-making and playing with a group of friends some day indoors.

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I think almost any one of them would like to possess a spray of autumn leaves that will last so long. Placed over a picture frame or in some vase, they will be beautiful to keep and enjoy when snow is on the ground.

If you want to have a Leaf Party some afternoon, send your invitations out written upon leaves—that's fun, doesn't it sound so? The leaves that you write upon will not be real leaves: they are white paper leaves that you will need to cut from real leaves that you pick up outdoors. Find some maple leaves or any others. Take a leaf and place it flat on a sheet of white paper. With a pencil, draw all around its rim. Then cut out the outline of the leaf you have drawn. You may write upon this your invitation,

Dear Wopsie:

Please bring a fan with you and come over some afternoon when your mother will let you. I want to play a leaf game with you. Some other children are coming too, I hope, and we'll have some fun.

Your friend,

TOPSY.

The invitation should go in an envelope to all little friends whom you want to invite. You can easily arrange for a time that will be convenient for all.

When they come, show them how you cut the invitation leaf pattern and let them try cutting leaves from colored papers. Each should have paper of dif-

SEPTEMBER FUN

ferent color but each should have a differently shaped leaf to use as a pattern. When each has cut out six leaves, then the game is almost ready to begin. You will need to mark off a goal, for the game is to be a race. It should be played in two or three rooms. The start should be in one room and go through the doorway into another. At the end of this second room place a strip of white cloth so that it will make a goal across one corner. Leaves must be fanned from the starting-place in the first room through the second and across the goal line. Only one leaf may be started at a time. No hands may ever be touched to any leaf except when it is placed on the floor to start toward the goal.

To start the race, see that every player has his fan in his right hand. If you like, these fans may be made from newspaper tied into fan-shape. The fan should be short and must never be used to brush a leaf—one must *fan*. All players stand in a row with their first leaf on the floor before them. Upon each leaf's back is written the name of the child to whom it belongs.

Give a signal: *Start!* Then let every player fan his leaf as carefully and as quickly as he can to progress toward the given goal. Remember: no hands upon any leaf and no brushing of any leaf with a fan. If these two rules are broken a player must begin all over at the start again and lose *all gain*.

As soon as any player's leaf is over the goal line, he may come back to the starting-place and start another.

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This play continues till one of the contestants has placed six leaves successfully over the line. Then the others may finish, if they like to see who will win *next*, but the prize you have made of the lovely autumn spray will belong to the winner who first puts six leaves over the goal line.

Small prizes for the other children may be separate autumn leaves upon which you have pasted some picture. When these leaves are waxed over, they make useful and pretty bookmarkers for school books.

You may also arrange a Tree Game. There should be some small favors, one for each guest. You may take some lollipop candy sticks and fasten a gay paper leaf on each side of the candy's paper. Tie the stems of both leaves to the lollipop stick with ribbon or raffia. Do the candies up in packages and put a number on each one. Other little favors may be used with the lollipops. You can plan one for every child who is to be asked to your fun party.

These are to be used in playing your Tree Game. You will need to make the Tree Game by drawing a tree on a big sheet of cardboard. Use your crayons and make the trunk brown. Put plenty of green leaves upon your tree.

When the picture of the tree is made, cut some green leaves from paper—as many as there are children invited to your party. Each leaf must have on it a number. These numbers correspond to the numbers marked on the little gifts. Hang the tree picture

SEPTEMBER FUN

at one end of the room and when your friends have had their fan race, you may play the Tree Game.

Blindfold each small guest in turn and start him forward in the general direction of the tree, from which he must pick the first leaf that his hand touches. The usual calls of "hot" or "cold" will serve to guide him to the tree and to pick a leaf. When everybody has secured a leaf, then the little presents are passed around and each matches the number on his leaf with the number of the package. Don't you think that that is fun?

If you like, you may then play another form of Leaf Race: one at a time in turn see how you may fan one leaf to a given corner of the room in as few strokes of the fan as possible. Count is kept of every stroke of the fan and the child whose count is least, after all have tried, wins the game.

You might have a Leaf Hunt, too. Play it as you would Find the Thimble, only number ten leaves: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10. Count out to see who shall hide them. Send everybody else from the room. When all leaves are hidden call the children back and let them hunt. As soon as the leaves are all found, count up the scores and the one who has the largest score is winner and can hide the leaves for the others for a second game. All may ask, "Am I hot?" or "Am I cold?" but no further directions may be given.

By the end of this game, I think, it will be time for the children to say good-bye, but if they stay longer

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you can find and choose games that you have played before.

I think the elves take autumn leaves
To make their party things—
The scarlet and the yellow cloak
They slip on over wings.

I've seen the leaves a-dancing
And wheeling here and there
And under each one is an elf
A-hiding in it there.

I never saw a little elf
Dressed in a leaf that way
But when the leaves are dancing so,
It *must* be elves at play!



September Fun is a Leaf Race with Bright Colored Leaves.



October Fun is for Hallowe'en and a Funny Witch has Made Magic Ink for It.

OCTOBER HALLOWE'EN FUN

Material Required to Make October Hallowe'en Fun: A sheet of cardboard to make a Witch's Cat Game, some black paper from which to cut cats, some orange-colored crêpe paper and cotton with which to construct pumpkin favors, some lemon juice to make magic ink, some small kitchen kettle for a cauldron and three stout tree twigs for its supports, some white pad paper to use in making "fortunes."

Tools Needed to Make October Hallowe'en Fun: Some crayons, scissors, pins, a clean steel pen with pen-holder, paste.

Hallowe'en is always fun. I dare say you will want to plan for a party yourself. Maybe you will like to play the old, old games, but maybe, too, you will like to make some new ones, so I'll tell you about some.

First, you will like to make your invitations. If you can get as many correspondence cards and envelopes as you have guests to invite, each card may be decorated with a black cat cut from black paper. To make these, first draw the outline of a cat on white paper and then use this as a pattern to guide in the cutting of cats from black paper. If you have some pieces of black velvet, this may be used in place of

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the black paper. The invitation cards should each have a wee black cat pasted upon them.

When the invitations have gone, you will then need to start other preparations that will make plenty to do to keep you busy in spare time. First, there are the pumpkin favors to make. They are not hard to construct but they take time: cut as many circles of cardboard as you have guests. Each circle is to be the foundation of a pumpkin. A circle that is about three inches in diameter—or less—is easy to manage. Put one of these upon a circle of crêpe paper that is three times as large. Gather the edge of this big crêpe paper circle into bag-shape. Stuff it tight with cotton, and when you have made it look like a pumpkin, tie a string tight at the top. You will need to make a pumpkin stem by twisting the ends of paper above this pumpkin with paste. A big green paper pumpkin leaf may be pasted on each pumpkin. If you like, you may outline pumpkin faces on each pumpkin. You will have to do this carefully or else your work of pumpkin-making will be lost. Use a paint-brush with dark paint and do not use much water on the brush. If you use much water, there will be a blot and all your work will have to be started anew.

To make a game of Witch's Cat, take a sheet of cardboard and paste upon it some picture of a Hallowe'en witch. The pictures are not hard to find. You will always find them in the gay crêpe papers used for Hallowe'en decoration. If you cannot find

OCTOBER HALLOWE'EN FUN

this picture, you may easily draw the picture of a witch and her broomstick. After you have all bobbed for apples in the usual Hallowe'en fashion, see who can put the witch's cat upon her broom. Give each guest a small cat cut from black paper. Everybody should have a pin, too. Blindfold each child in turn, and turn him three times. Then start him, hand outstretched with pin run through the cat, toward the picture of the witch hung at the end of the room within easy reach. The one who can put his cat on the broom wins the game. It will be funny to see where the other black tabbies go—anywhere but the right place! A pumpkin is, of course, the prize.

You may prepare Witch Fortunes. They are great fun for Hallowe'en. First, you will need to squeeze a lemon into some clean little jelly jar. Strain the juice. *This* is magic ink! The lemon juice is truly wonderful, for I dare say you never before realized that it was possible to make writing-ink with it. It seems perfectly clear and colorless.

But take a piece of white paper and a clean steel pen. Write a few words with the pen after it is dipped into the lemon juice. Let the paper dry. You can see nothing upon it afterwards! And now for the magic! Just take a warm iron and pass it over the paper—lo, out of the white sheet come the words that you wrote, all black, as if written in ink! The sheet may be held toward the screen of an open fire quite

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as satisfactorily for bringing out the hidden writing as using the hot iron.

Now for the making of Hallowe'en fortunes: Take a pad and write short "fortunes," one on each leaf. When the sheets are dry, roll each one and put it in a kitchen kettle, that you may easily make into the cauldron by tying three stout twigs together and letting the cauldron hang below them on a loop of string. Witch ink will blot as easily as real ink, so be careful about having all sheets dry before being rolled and placed in the pot.

After you have played the usual Hallowe'en games, have a black-clad "witch" (that may be you or some other boy or girl) enter the room and beckon the guests toward the fireplace. Seat them in a half-circle around it. Then ask each guest to take from the magic pot one "fortune scroll." When each has taken one, begin at one end of the half-circle and let each guest read aloud his "fortune." Each fortune will have to be held toward the warmth of the fire before it will appear, and as the children have not before seen this most magic wonder, it will be very mysterious, and great fun for you who know that it is only everyday lemon juice! When all fortunes written on the papers have been made clear, let each guest read his aloud. That is part of the fun, you know. The fortunes, for this reason, must be made short and funny.

For another "round" of fortune-telling, prepare papers with witch writing that have the names of

OCTOBER HALLOWE'EN FUN

various careers upon them: rich man, poor man, beggar man, doctor, lawyer, chief, cook, boarding-house keeper, writer, artist, editor, newspaper man, policeman, president, are many of the professions you may name. Never mind if *girls* get them—that's all the more funny! You will think of many professions and you may choose those that you think might be most amusing for your friends.

Next, prepare a third "round" of fortune-telling by drawing pictures—yes, *real pictures* on the pad paper with the witch ink. Let the outlines be simple, of course. Write under each what it is intended to represent. Mark, for instance, *The House You Will Live in Some Day Soon, A Future Friend Who Will Influence Your Life, The Place Where You Go to School, Where You Ought to Go to Buy Candy, The Place Where You Will Find a Bag of Money, Your Lucky Sign*, and many other things. Illustrate these with drawings of simple things like houses or landscapes or objects. Then use these in the magic fortune pot to try at the Hallowe'en gathering around the fire.

Still another form of fortune telling that you may play with the magic witch ink is to write upon half of the papers the word *Yes* and upon the other half the word *No*. Then tell all the children to make a wish and turn around three magical times: bring in the potful of papers on which *Yes* and *No* are written and let every one choose a fortune scroll again. It will be said that those who receive "*Yes*" will have

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their wish come true and those who have "No" will not. *That*, as everybody knows, is just Hallowe'en play and nothing more—simply fun.

If you intend to have a little "party" at a table after this fun, decorate it with big cardboard pumpkins shaped first from patterns you drew. Cut these out for place cards and paste over each some orange-colored crêpe paper. Outline on each a Hallowe'en face. These may be your place-cards. They can be made to stand with easel-backs pasted to them.

Your last "round" of witch fortune scroll reading *might*, if you like, have some papers with the names of the guests written on them. One at a time, let half the company draw till all have chosen a partner to take to the table, or to play a game again.

They say upon All Hallow's Night
 That *witchcraft* will come true,
But I hope that lots of *funcraft*
 Is what may come to *you!*

CARROT FUN

Material Required to Make Carrot Fun: A measure of large carrots.

Tools Needed to Make Carrot Fun: A small knife for each contestant in the game.

The carrot fun party is a gingham apron party. It is possible to use the game either for a Thanksgiving or Hallowe'en celebration or for play in summer. Carrots are cheap and often you have them in your own garden. Some day they may be picked and you may make this game with them. Big, coarse carrots are best.

Pick at least two carrots for each one who is going to play. Pick the large carrots. Wash them and dry them. Then put them into a big basket. Collect enough knives for everybody. You are going to carve the carrots into all manner of shapes and see who can make the best ornament with one carrot. You will find that when the tough outer skin is peeled off, it is easy to cut the carrot, and with the blade of your knife you may make many things, such as baskets, flowers, heads of animals and people, toys, geometrical figures. The game may be played in several rounds, if you have plenty of carrots. You will first

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need to explain that the carrots are to be made into objects of some kind. Write upon slips of paper names of objects to be made. Fold these papers and pass them around. Each child will have ten minutes to make the thing named for him on the paper. When the ten minutes are up all players take the slips given them, turn these over so that the name of the object does not show, and place the finished—or unfinished—object upon the paper. Each paper must be numbered so that its number plainly shows. All finished and unfinished objects are placed on a long table and then new slips are given out with new carrots. The time is kept and carving begins again.

When time is up, the new things are placed on the new slips again and the slips numbered and placed on the table. You may have as many rounds as you wish. The one who is making the fun party will need to have a pencil and a piece of paper for each child when the last round is finished and all have put their work on the table.

Of course, some objects will be good while others will be unfinished and poorly done. To begin with, take a vote as to which object made is the best. Each child must write *this* number upon his paper at the top with the number of the object he votes for and what he thinks it represents.

Next, he goes over the list of objects on the table numbering his paper to correspond with the numbers in the order of the things on exhibition. Each must write the full list as far as he can guess it. When

CARROT FUN

everybody has guessed the written answers, then you must go to the table, and tell aloud the number of the article and its name. The children exchange papers so that nobody will correct his own. It will be funny to hear what the carrot things were intended to be. After you have read the right name, have each contestant in turn read what *his* paper called the object. Some will call it one thing and some another. The guesses may be far from what was intended. Do this with every object in the exhibition till the full list of things has been guessed. Then see who has guessed most of the objects correctly. The winner should have some amusing little gift. You might buy at a ten-cent store a carrot pin-cushion for five cents or you might make an amusing necklace out of small carrots by stringing them upon a heavy strand of green raffia or cord. Do the package up in many, many, many thicknesses of paper, so that it has to be unrolled a great deal and untied many times before the final opening.

See which object is voted to be the best and give that, too, some funny little prize. Almost anything will do. It is not so much the *prize* that counts but the winning of a reward that is amusing. You might cut a little badge from ribbon and tie a wee carrot to the ribbon. Pin this on as a "decoration of honor"—that is all the prize you need for the fun.

Shoo! Don't you tell the secret:
On Hallowe'en, look out!

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I'm goin' to play a-goblin
An' dress up an' run out!
I've got a Jack-o'-lantern,
I've got a rattle too—
Maybe I'll come to your house
An' try to frighten you!
Shoo! Don't you tell the secret
I'll dress up in a shawl
I'll maybe wear a dreadful mask—
You won't know me at all!

THE THANKSGIVING FUN MAKING

Material Required to Make Thanksgiving Fun:
A baking dish with wide brim, a large piece of brown manilla wrapping paper, some string and enough home-made jokes to fill the pie so every one will receive a "helping."

Tools Needed to Make a Thanksgiving Fun Pie:
Scissors and brown or black crayon or paints.

In November every one is thinking of fun for Thanksgiving Day's dinner party. Probably you will like to make something to contribute toward it too. Did you ever make a fun pie, I wonder? A fun pie is easy to make and it's the very thing of all jolly things for Thanksgiving. It is a pie made of jokes with a crust of brown paper—and it doesn't even need to be baked, for you may easily brown its crust with crayon.

Keep your pie-making a secret, if you can. Possibly you will need to let Mother into the joke because she will be the one to lend you the baking-dish—but I'm sure she won't tell!

How many are going to be at your Thanksgiving dinner party, I wonder? There is Grandma, Grand-

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pa, Mother, Father, Auntie, Cousin Tom, Sister, Brother, Baby and yourself, perhaps. *That* makes ten. Maybe there are more or less but you'd better make a list. Then you must prepare some funny little joke for each member of the circle. These jokes may be appropriate little verses cut from magazines or newspapers—things about Thanksgiving. They may be little gifts that you can make yourself. If you have any money to spend, you may like to buy small favors to put into your pie. These you can get cheaply at a ten-cent store and all should be very small things, not more than two inches large at most. The “penny store” is a good place to buy “jokes”—maybe for Grandpa who is always losing his glasses, you might buy a penny pair, and for Grandma who is afraid of spiders, you might buy a big wiggly Japanese toy spider to make her laugh, and for Daddy who is always on time, a penny watch. You can think up the appropriate joke and write something to go with it. Then do up every little gift carefully in white tissue paper and tie it with string or with a long length of ribbon at least seven inches longer than its looping knot.

Put all packages into the baking dish and see if they fit in nicely. If they do not, you will need to put some “stuffing” of tissue paper into the baking dish and fit it down first. Then the presents may be put in afterwards. But before you do this finally, get the shape of your pie-crust!

THE THANKSGIVING FUN MAKING

Take the baking-dish and invert it upon your brown manilla wrapping paper. Take a pencil or crayon and draw all around its rim to get the size of your dish. Cut this circle out, allowing at least two inches extra rim all the way around. Then turn it over on the side where nothing at all is marked. On this side, mark off the baking-holes at the center of the pie, as cooks cut them in the crust. Make one hole for each member of the Thanksgiving party. Cut through the paper crust at each marking—just a slit—and pull through it one of the ribbons or strings. Then take your long string and tie the paper crust tight to the rim of the baking-pan.

When the crust is tightly secured, cut it where it may need cutting around its base. Make this neat. It should look like a real crust. Your brown or black crayon will help you to mark around the edge of the pie-crust. Then all is done.

When dinner is ready, let the cook into your secret and have her put your pie upon a plate and serve it before Daddy. Then everybody will take a string and when you count, "One, two, three!" every one will pull at once—and out come jokes for everybody!

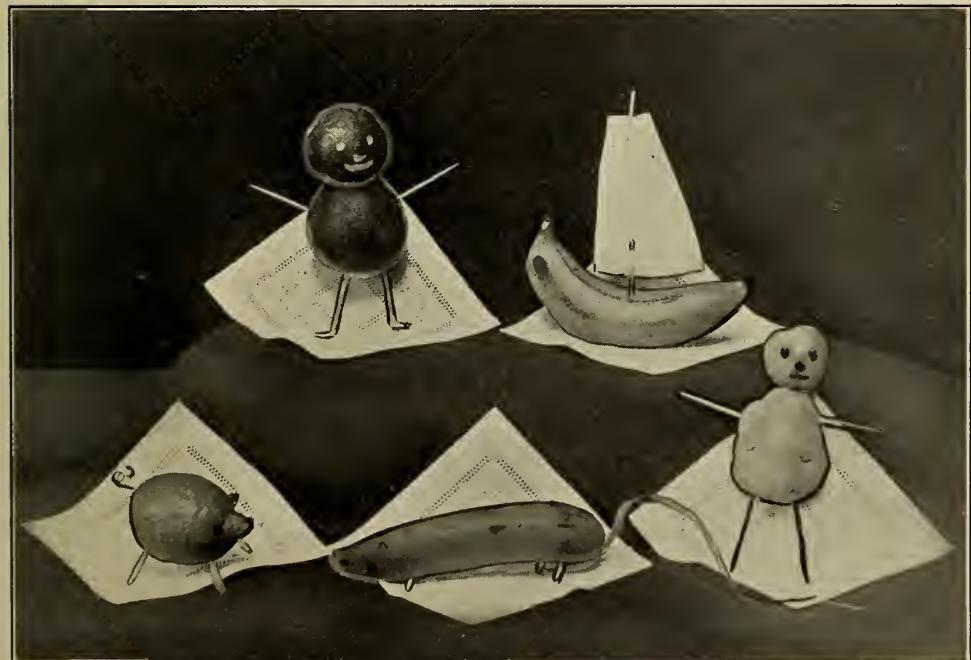
When Mama's bakin' cookies, the kitchen smells so nice—
All cinnamon an' ginger an' different kinds of spice—
I like to go an' stay there: I kind of hang about:
Sometimes I get a cookie, sometimes I go without!
But if I'm very quiet an' very good, you know,
My Mama's sure to give me some of her bakin' dough.

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An' then I'll make a cookie man when all the work is done—
He'll maybe be quite hard an' black but baking is such fun!
Most nobody will eat him. It's funny but it's true—
He never *tastes* at all at all as Mama's cookies do!



A Pieful of Fun for a Thanksgiving Party.



Some Playthings Made from Lemons, Oranges, Potatoes and Bananas.

THANKSGIVING TABLE FAVORS AND MAKE-TOY GAME

Material Required for Thanksgiving Toys and Table Favors: Bananas, lemons, potatoes, oranges, cucumbers, carrots, apples, cloves, raisins, toothpicks.

Tools Needed to Make Thanksgiving Toys: A knife, maybe, and a pair of hands.

Have you ever made Thanksgiving table favors out of fruits and vegetables? It is a jolly way to contribute toward the Thanksgiving dinner party. Almost any kind of fruit or vegetable may be made into a toy. There may be one at each place—a banana boat, a banana mouse, a lemon pig, a potato brownie or an orange man, an apple person or a carrot Indian. You will find it interesting to make these. They are merely put together with toothpicks.

To make an apple, orange or potato brownie, take five toothpicks. Use two apples or two potatoes or two oranges, one smaller than the other. Put the point of a toothpick into a large apple or orange or potato and press it down. Then put the smaller on top. This will give the head and body of the fruit or vegetable doll. Two toothpicks make arms and two more, legs. Bend these at the base into feet. If you like, the dolls

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may be dressed in tissue or crêpe paper. Their features—eyes, nose, mouth—are made by pressing the ends of cloves through the skin. An orange may have its face cut like a Jack o' Lantern with a small pointed fruit-knife.

A banana may be made into a boat. Choose a rather flat banana for this. The point of the fruit will be the prow of the boat. You will need a thin stick to make a mast and a piece of stiff paper for a sail. Place the stick upright and press the paper sail upon it. Then the boat is done.

The banana mouse or rat is easy to make. Cut two toothpicks into halves. Use one wee stick for each foot. The point of the banana will be the nose of the mouse. A tiny bit of white paper may be pasted where each ear should go and two black eyes are made from two cloves pressed through the banana skin. The tail may be a long piece of ribbon pointed at an end or—better yet—a long strip of hay or grass.

The lemon pig is funny: you will need a bit of grapevine tendril to make its curly tail. If you have none, a shingle will answer if small—or a twist of paper curled about your finger. The pig ought to have a long nose, so select your lemon carefully. Four toothpicks make its legs. Two cloves form its eyes. Bits of pointed paper pasted in place will make ears. And there is your lemon pig all done!

If you are allowed to have these fruits and vegetables, you may like to use them in still another way: you may have a Thanksgiving toy-making con-

THANKSGIVING TABLE FAVORS

test with fruits and toothpicks. Set the fruits and vegetables on the table and see who can make the best toy from one or two of them. It will be quite a game! The toys should be put on exhibition afterwards and all who have been contributing to the fun should be allowed to vote as to which is the best of all. Let each write his vote on a slip of paper and put the votes in a hat. See who will win the most votes! Maybe a Thanksgiving greeting card will be a good prize tied to a bunch of raisins. Don't you think that this would be fun to play?

Out in the kitchen, the cook had a pan
And in it I found a potato man—
His head was a knob that was really quite small
And his body, a round little brown little ball.
I gave him some legs then, two sticks that were straight;
I added some others for arms. He was *great!*
I gave him two staring shoe-button eyes
That looked up at me in the greatest surprise!
His nose was a button pushed into his head:
His mouth was another, but one that was red.
He had a most winning and amiable smile.
He entertained me for a very long while
By helping to make me some jolly good fun;
I played and I played with him when he was done!
Then I made a lady po-ta-to. Just see!
I think she's as handsome as handsome can be!
They're now keeping house on my playroom floor
Right there in the corner behind the white door.
Sometime, you can make a po-ta-to play too,
I know you will find it is jolly to do.

THE CHRISTMAS TOY EXHIBITION

Material Required to Make a Toy Exhibition:
All manner of toys and dolls that you and your friends have at home.

No Tools are needed.

Did you ever have a Toy Exhibition? It is really ever such good fun. You will have to ask your friends to join in making it, for there are seldom toys enough in one household to make an exhibit for *every one*, and probably your friends prefer their toys to yours and you would rather not give your best toys to *some* children, you see. So, tell the children that want to join in an exhibition that each must bring his own toys and make a picture with them. The picture may illustrate some story or it may illustrate a poem. Each child will have to think of something to illustrate. In the December Fun pictured in this book, you will see what I did with a Santa Claus doll and some toys from a doll-house. The arrangement of toys illustrates *The Night Before Christmas*. The name of every picture made should be written by the child who has made it.

Here are some pictures you can make: Noah's Ark, anybody can do *that!* With a toy horse and a

THE CHRISTMAS TOY EXHIBITION

man-doll properly dressed in doll's cape and cap, you may make John Gilpin or Paul Revere. Just set your wits to work—even fairy tales that you know may be illustrated. How about *The Ugly Duckling* or the Mother Goose rhymes?

Perhaps Mother will let you clear the floor of some room and have some extra tables, one for each exhibit. Then everybody will arrange his picture with his own toys, label it and have absolute freedom to do as he thinks best.

When all have finished, you may make tickets from slips of cardboard and sell these for pins or—better yet—a *penny each!* The public will surely enjoy coming to see your toy exhibition if it pays pins or pennies.

I am sure your exhibition will prove a huge success and it will have been good fun to make it and enjoy it with others. Of course no person who comes in will be allowed to touch toys that do not belong to him. That is never done at exhibitions—no *never!*

The fun may be a good way to raise money. Perhaps the exhibition would be an interesting feature of a bazaar. In this case the doll exhibition may include dolls and toys that are for sale, if you like. There are many children and grown-up persons who would willingly come and pay to see this fun.

All in the shops at Christmas time
You'll find a thousand toys
For babies and for little girls,
For daddies and for boys—

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But penny banks may not hold much
And purses may hold less—
So you and I must *make our fun*
And be content, I guess!



A Toy Picture Made for December Fun.



Favors of Pretty Candles to Give at a Christmas Party.

CHRISTMAS FUN PARTY GIFT-MAKING

Material Required for a Christmas Gift-Making Fun Party: Boughs of evergreen, empty spools, red ribbon in five-cent rolls, some fancy candles—either small birthday-cake candles or larger ones—some Christmas seals and a sheet of thin cardboard either colored or white.

The Only Tools Needed Are Busy Fingers.

At Christmas time everybody is making presents and, of course, you want to make presents too. It is often very hard to make presents—especially when one has no money with which to buy materials and when one does not know how to make gifts from “almost nothing at all.” But, I dare say you *could* join together with some of your friends and, each paying a penny, you might have a Christmas fun party and make gifts that are suitable for little remembrances that really cost very, very little.

You must buy a roll of red ribbon. At Christmas, this can be found at ten-cent stores for about five cents. Some twenty-five or fifty Christmas seals, gummed, will cost five cents more, a box of birthday-cake candles or Christmas tree candles will be ten cents. and a sheet of cardboard will cost five. This

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makes in all about twenty-five cents. It is enough to make many, many Christmas gifts that are dainty and easy to make. Let all the children who come to your gift-making party contribute some of the materials which all are to share alike. You will also need to ask each child to bring his own scissors, crayons, and some empty spools.

Arrange a big table for work and put newspapers upon it to cover it. Put newspapers under each chair to catch work materials that may clutter. It is easy to cut snippings carelessly and if you are careful to put the newspapers down on the floor to catch what may fall, it will save time and trouble in quick clearing-up.

You will need to contribute some boughs of green fir or Christmas-tree for the use of all. Often at the places where Christmas-trees are sold, boughs are cut off and thrown aside. These are useless and may be secured for the asking. If you live in the country, perhaps you can pick some Christmas greens yourself. With these, you are to make the Christmas greetings and little gifts.

Divide the fir boughs between all the children. Give each the same number of candles and an even share of all the spools and ribbon and cardboard. Then everybody will be ready to start work.

Little cards may be made by cutting the cardboard into pieces one or two inches wide and made oblong. The Christmas seals may be pasted on them to make little cards. With your green crayon, you may make

CHRISTMAS FUN PARTY GIFT-MAKING

a fancy green edge to each card and write upon it Merry Christmas.

A pretty way to give a Christmas candle is to cut a twig of fir and tie to it a little fancy candle. Make a hole in one corner of your card and fasten this to it and tie a bow. This is easy to do and you can make a gift for everybody this way. You may do the presents up in white tissue paper and tie them with gilt cord that comes at the shops in large rolls for five cents at Christmas time.

Another little giftie that is fun to make is a wee Christmas-tree. To make it, you will need a twig of green fir and an empty spool. Color the spool with paint or with crayon. Fit the twig of fir tight into the upper hole of the spool—and there you have a tiny Christmas-tree! You may write on a cardboard card this little verse:

Here is a tiny Christmas-tree
That takes my Christmas wish to thee:
The little gift may seem quite small—
It's just to show my love, that's all!

Probably you will be so busy at your Christmas gift-making fun party that you will not want to play games. Everybody is busy with making the presents, you know. (I think, too, everybody ought to help pick up afterwards, don't you?)

After the room is set to rights, just for fun, if you like you may play a Santa Claus Christmas game that is very easy to make: Take a spray of fir bough and

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fasten it at one end of the room. Cut as many colored stars from paper as there are children at your fun party. Give each child a star with a pin. Count out to find the order of play. Blindfold each child in turn and start him toward the spray of green fir that represents the Christmas-tree. Each is going to try to pin *his* star at the top of the tree. The one who does this first wins the game. Nobody may feel around for the top of the tree—the first time one touches anything, the star must be pinned right there. Every player's name should be plainly written upon his star.

If you like, you may also make Christmas-tree trimmings at your fun party. You have probably learned how to make pretty linked chains from strips of colored papers, how to string pop-corn and make ornaments by gilding nuts. If your mother thinks best, you may have some colored tissue papers and wrap candies in them. These may be used for tree decoration by tying them onto the tree with gilt cord. I am sure you will think of many other things to do. I have just told you of some that are simple and that cost hardly any money—and are fun to make.

If you would make a Christmas
That would last throughout the year—
You need not make one Christmas gift
Just give yourself, my dear!
And make *yourself* a Happiness,
A gift to every one,
Of joy and cheer and gladsomeness,
And merry play and fun.

CHRISTMAS-TREE FUN-MAKING

Material Required to Make Christmas-tree Fun: Colored papers and wallpapers with figures and flowers on them, pine-cones, tinsel or silver cord, scrap-pictures, colored cardboard.

Tools Needed to Make Christmas-tree Fun: Paste, scissors, a big darning-needle and heavy thread, gilt paint.

There are many things you can make for your own tree at Christmas time. It might be fun for you and your friends to have a fun party and "make things" for your own trees. All may contribute to share the materials needed: one may bring paste, another cord, another pictures, another papers.

If you can gather pine cones, these make a pretty Christmas-tree glitter. Each cone should be tied with a loop of gilt or silver cord. Then each pine-cone should have a coat of gilt paint. Put newspapers down and work carefully; dry all pine cones upon newspapers.

A chain for the tree may be made from papers: cut bright papers into half-inch wide strips each about three or four inches long. Put a bit of paste on one end of the first strip and join it end to end to

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make a link of a chain. Keep on adding new paper links till your chain is long and lovely. Every child should make his own tree chain—see who can make the prettiest but share your materials together: don't you be a—a *piggie!*

Pictures cut from colored illustrations may be mounted upon cardboard—cut only small pictures. A good size is about two or three inches. Sew tinsel around these pictures to make a frame and let there be a loop in the tinsel at the top to hang up the pictures on the fir-tree bough. Scrap-pictures may be used in the same way. (Where you have no tinsel, use ribbon or raffia to finish the pictures and make the loop.)

Peanuts may be gilded and hung by loops also. I think, if you and your friends start out to make pretty things for your tree at your fun party, they will be able to suggest decorations that they know how to make too.

What is the loveliest thing that grows
Over the world away?
Maybe it's a bit of mistletoe,
Maybe a holly spray—
But *I* think it is a Christmas-tree
With a gold star shining bright
And colored candles everywhere
Glowing with flames of light.

SURPRISE PARTY FUN

Material Required to Make a Surprise Party

Amusement: A big market basket, a horn, several popular board games and some "refreshments," such as lemonade in a thermos bottle and cake and candy done up in packages.

It is always fun to make a Surprise Party. Be pretty sure, however, that you will find a ready welcome at the hour you intend to make the "surprise." Lest you should make a mistake and find your friend busy or away from home, it is wise to let some member of your friend's family know about the intended party. Ask your friend's mother or—better yet—let your own mother ask for you.

If everything is right, you can then go ahead with your surprise fun.

Find some big market basket and let each child who is going to the fun party contribute suggestions as to what games it will be interesting to play. You may choose three or four games—board games or card games—and put these in the basket together with some "party eats." Then set out at the appointed time to surprise your friend.

If it is a birthday party, each friend who goes

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"with the basket" should bring a pretty birthday greeting card or little remembrance and there should be a real birthday cake with candles in the basket.

Round games are jolliest, but it is well to alternate them with some of the more quiet board games. If you like, you may arrange for three tables of games to be played progressively. The winner of the most successful "progress" should receive some little gift as prize. It need not be much, but the fun of winning it is jolly.

Perhaps after games have been played, you would find it fun to dance. Make the party as gay as you can and happy for the one to whom it is given.

When I was eight years old one day,
The next-door children came to play:
I ran to open our front door—
I never was "surprised" before!

There's only one birthday each year—
I wish my ninth birthday were here;
For, maybe, they'd bring games and fun
And cake enough for every one!



Fun for a Surprise Party.

THE MASQUERADE PARTY

Material Required to Make Paper Masks and Wigs: Brown manilla wrapping paper and plain wallpapers.

Tools Needed to Make Paper Masks and Wigs: Scissors and crayons and tape.

A dress-up party with masks made from paper and costumes of pillow-case and sheets, is great sport. You and your friends may make your own masks. As for the costumes, you make these, as you know, by winding the sheets about your body.

You may make masks for little home plays and for Hallowe'en. The masks are not hard to cut. Take a piece of heavy wrapping paper and cut this as long as the width of your face from ear to ear. It should also be as high as your forehead's top to your chin. Fold this paper.

Take scissors and cut a triangle in the fold. This should be about the size to fit your nose. On either side of this, cut a round eye. Below the nose opening, cut a mouth—be careful not to make this too large.

Take your crayons and color the mouth, the shape of eyes and eyebrows. Color red cheeks, if you like,

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and ears. Tie tapes at either end of the mask so that it will fasten. You will hardly be recognized when this is on!

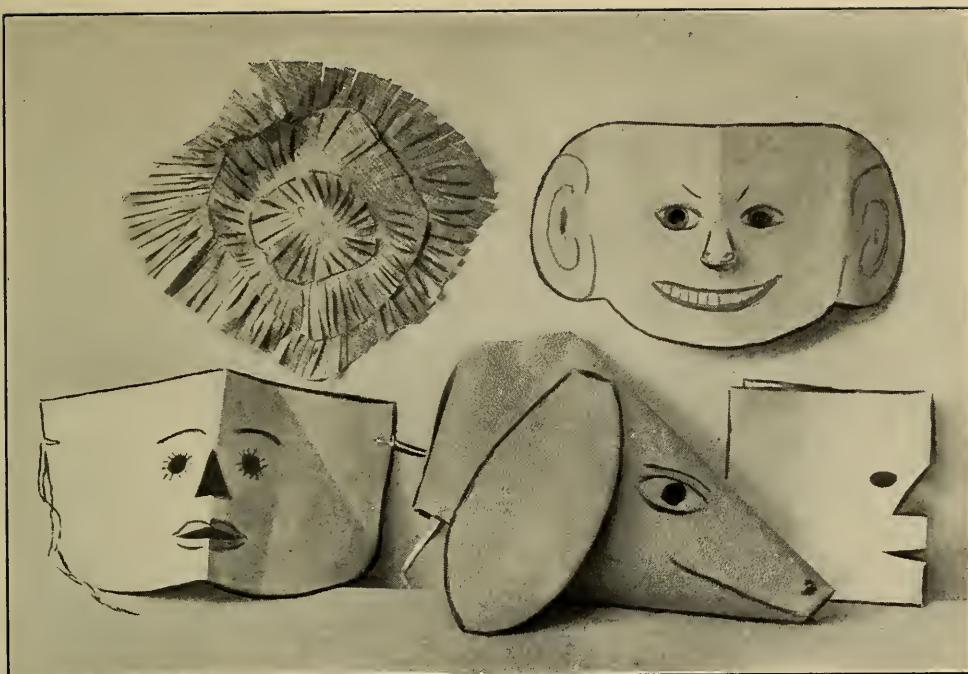
Another way to make a nose for a mask is to cut this out *flat* instead of cutting the nose piece out entirely. Outline all around it with crayon. Cut sides only.

If you have some brown wallpaper or tan-colored wallpaper, this will make you an animal mask. Roll it into a very large cone. The point of the cone will be the nose of the animal mask. Cut around from the lower part of the cone. Make it large enough to form the neck of the mask. Fasten the large end of the cone together to make the back of the animal's mask head. You will need to cut big ears to paste in place on either side of the mask. Mark off all the shape of ears, eyes, nose—and possibly whiskers—with dark crayons.

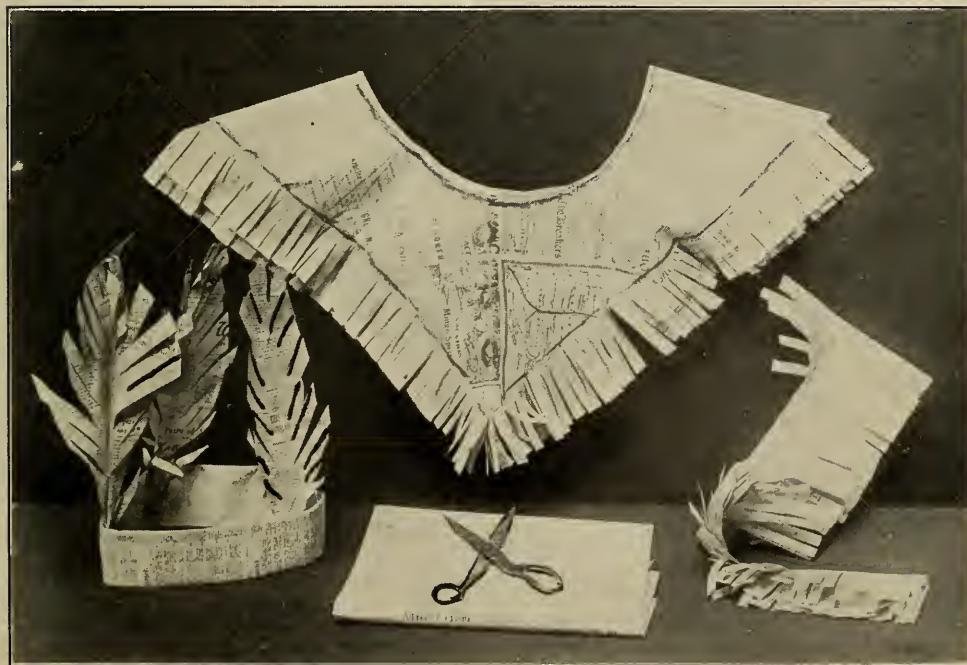
When you put the mask on, have some person fasten it upon your head. The end of the cone will have to be lapped tight around the back of your head and pinned. You will find it easy to see out of the eye holes.

Sometimes, if you like, you may have a newspaper dress-up party. Your masks may be all of brown paper and your costumes all of newspapers! I dare say you never knew that you could make dresses from old newspapers but you can—yes, you can!

If you fold a strip of paper several folds thick, it will make the headband of an Indian head-dress.



Brown Paper Masks Cut with Scissors.



Indian Head-dress Made of Newspaper, Collar, and Newspaper Trimming.

THE MASQUERADE PARTY

Feathers for this may be cut from several thicknesses of paper. Cut these feather-shaped and fringe them with scissors. Paste the thicknesses at their centers and let the scissor fringe be roughened a little by your fingers to look like feathers. The head-dress can be pinned around your head and fastened firmly in place. It may be colored with crayons.

If you want to make a funny wig, cut a small circle of newspaper and fringe it deeply all the way around. Then cut a larger circle and fringe this the same way. Cut still another circle and fringe this, too. If a long-haired wig is desired, add to one side a long square and fringe this—add still another and fringe this in the same way. Then take all the parts, putting the fringed squares one on top of the other under the big circle. Place the middle-sized circle on the large one and the smallest one on top. Paste all. When dry, fasten the “wig” on your head with a wire hair-pin.

You may easily make a skirt of newspaper by gathering two sheets that have been pasted together to form a double length of four sheets. Use a big darning needle and run it through the top of the newspaper pages. Then tie these around you to make the skirt.

A waist may be made by cutting a page of newspaper to “fit” by making holes for your arms to pass through.

These waists may have collars and be very elabo-

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rate. The collars are made of a fold of paper, double. Cut a half-circle for your head to slip through. Ornament the base of the collar with trimming that is cut of long strips of newspaper slashed or scolloped. You may make very fancy trimmings for your newspaper dress—just see *what* you can do!

Long slashed strips of newspaper folded double may be snipped to look like cowboy leggins' fringe. This can be sewed to your trousers, if you are a boy. It will make a good cowboy suit for little dramatic entertainments that you get up at home.

Use your own ingenuity in making and cutting these costumes. They may be of many kinds. You may draw upon the paper with colored crayons, if you like.

You and your friends may make ball gowns as well as Indian costumes and cowboy suits. If you want to have fun, let each make his own dress and then have a "parade" later. Let the household vote as to which costume is best made.

There ought, of course, to be a prize for the one who is cleverest in making his fancy dress and mask. Mother may be able to find a prize, if you let her into the fun.

One thing, remember: be careful to pick up after the play is over. Newspaper cuttings should be gathered up and placed in wastepaper baskets. Don't make WORK for somebody else in making a good time for yourself!

THE MASQUERADE PARTY.

I always thought that party clothes
Would need to be quite fine
But with some newspapers I made
A funny dress for mine.

It was a paper party fun
We children made one day:
We had a truly splendid time—
I tell you it was gay!

You wouldn't think that *newspapers*
Could ever make such fun
But it was most re-mark-a-ble
To find what could be done!

SNIP PICTURE FUN

Material Required to Make Snip Picture Fun: A sheet of white cardboard or a big cardboard box cover cut into cards that are about six inches square, a sheet of thin black paper—or some rolls of dark pin-wheel paper.

Tools Needed to Make Snip Picture Fun: Scissors and paste.

Some day when you want to have a fun party with some friends, try making snip pictures. You will almost always find the material needed right at home. If you hunt, you will find some dark paper that is thin, I am sure. As for cardboard that you need to paste your pictures upon—that's always to be found upon old boxes. If you cannot have a sheet of fresh cardboard, take a big cardboard box and remove its rims. Use the top and base of the box to cut into cards about six inches square and paste your pictures on the side that has no printing on it.

Cut at least five or six cards for every child who is to come to play with you. Arrange a big comfortable table with chairs seated about it. Place a chair for each child and put under each chair a newspaper to catch any work materials that might fall.

SNIP PICTURE FUN

At each place at the table, spread another newspaper to work upon.

Then, next, cut as many pieces of the dark thin paper as you have little guests to entertain. Make each piece of paper nearly the size of all others if you can. Lay at each place at the table a pair of scissors—and then you are ready to begin your snip picture game.

Tell the children to cut their piece of dark paper into circles, oblongs, triangles, squares. These should vary in size from very wee, wee clippings to large ones an inch in size. All children must put their clippings in a general pile at the center of the table. When all have finished, then each may take a square of cardboard and start a picture. The snippings have to be thoughtfully chosen: see how few you can use to make a figure. Next, try making a house and landscape and after this an animal. See who can make the best picture. Number each picture with a different number in series as they are finished. Have each child write under his picture what the subject of it is.

After this, let each choose his own subjects but make as good pictures as possible. All pictures continue to be numbered and given a subject name as soon as finished. If you can do so, pin them up in a row on a curtain to look like an exhibition.

When all pictures are made, take a vote as to which is considered the best. Nobody must tell for whom he votes. Take paper and cut it into slips an inch

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or two in size. Let each child in turn write the number of the picture he thinks best, fold his paper and put it into a basket or box. Nobody may touch these papers till all have voted. Then one child is chosen by counting out. He sorts the papers and announces the winner of the contest.

Some rolls of pretty pin-wheel paper might make a good little gift for a prize. These are always useful for play. They may be used to help make valentines, or for paper dolls play or for making chains and pin-wheels.

After you have played snip pictures, you may like to do something else. Let the winner of the game choose what to play and, if you can, give every other child the fun of selecting a game he likes. If it is not a popular game, play only one round of it and then start a new one.

All made of cubes and triangles
I make a picture play
By pasting snips of paper
And making shapes that way.

It's fun to see what one can do
With every little part
Of circle, square or triangle
In this new Cubist Art.

My daddy kind of smiles at it
And then he says, says he,
"You'll maybe be an artist
If you keep on—*maybe!*"



Snip Picture Fun is Jolly—not so Easy as It Looks.



Cork Fun is Nice for a Rainy Indoor Afternoon.

CORK FUN

Materials Required to Make Cork Fun: An assortment of old corks taken from bottles. These should be washed and dried. Some cardboard is also needed. It may be cardboard taken from old boxes.

Tools Needed to Make Cork Fun: Paste, scissors and a knife, if you are allowed to use a pocket-knife.

Did you ever make cork pictures, I wonder? It is really great fun. You ought to try it on some indoor day and share the play with others. You've missed half the fun in life, if you've never made cork pictures!

You can start the fun right away. Do you happen to know where any old corks are to be found? Aren't there some upstairs or downstairs—or somewhere? Find them. (Best be sure you may take them and *ask* permission before you appropriate them. Mother will let you have those that are not in use.)

Find corks of every size. Wash them off thoroughly and clean them and dry them. While they are drying, find some cardboard and cut it into big oblongs and squares. These should be cards at least eight inches oblong or square.

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You will need some paste or good mucilage or glue. A paste that is quickly and easily made is a bit of flour and water mixed with a lump of starch and cooked till it becomes paste-like and thick. If you have no brush to use, make a long twist of newspaper into a tight roll and use the small end of it as a brush. Every child who plays with you should have one of these. Each may make his own.

Now for the corks again!

Arrange a table for work. Give each child a chair and spread a newspaper under it to catch any stray bits of cork that might fall and be otherwise hard to pick up. Lay a newspaper at each child's plate. It is easy to work upon this and it will save the table from injury.

Cut the corks—some of them. Cut them thin and cut them into various shapes: long strips, half-circles, most anything at all! Leave some of the corks uncut and place knife and scissors in the center of the table where all may have them to use.

Take a pencil and draw some simple outline on one of the cards. Suppose you try to draw a house. Make the plain outline with two windows and a door. Make it about three inches long.

Now see if there are some straight strips of cork to paste along this outline. If there are none, cut them. When the drawing is finished in cork outline, proceed to fill in the spaces of roof, chimney, and house proper. Leave window and door spaces without touching them. Wee pieces of cork will form

CORK FUN

shingles for a roof. Long strips will form logs for a log cabin house. One square of cork will fit the chimney.

To make a fence that will go about the house and form a garden space, cut long thin strips of cork. An opening in this will be a gate. Trees may be made of triangles with small trunks cut and pasted under the base of each triangle.

When a number of children play with you, play a game with the corks: let each in turn choose one cork till all are taken. Then let each choose a piece of cut cork till all have been taken.

The game is to see who can make the best picture using *all* his pieces of cut cork. Then you may try to see who can make the best picture with cork that is cut by the one who is making a picture. As pictures are finished, write a number in each corner. The child who has made the picture will write his name on the back of it.

When play is done, line up all drawings in a row and let there be a vote taken to determine which one is best. Cut some little strips of white pad paper and let each child in turn cast his vote into an empty basket or box. Nobody may tell what the number on his vote was. That is not fair. Nobody may touch the votes till all have voted. Every vote must be folded tight when cast into the box or basket.

Count out to see who shall sort the votes. The one who has won most votes may have a little prize. It

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may be a frame in which to put the picture. These frames are to be found at ten-cent stores. The prize may also be some pretty picture that would be lovely to keep and hang up at home.

All manner of funny things may be made with cork and your friends will enjoy trying to make some of these with you, I think. Dolls that are funny are made with corks. Begin by taking some small cork. This is to be the crown of a high hat. Cut a slice from a large cork to make a hat-brim. With crayon, draw a ribbon of green or brown or black about the crown. This little hat may be useful in Mother's sewing-basket as a scissor-point protector. It may make a cunning little gift. But if you are making the doll, add another small cork, point upward, to the base of the hat. On this draw eyes, nose, mouth and hair with colored crayons. Paste one cork tight to the next below it. Add another for body and still another for skirt or trousers. Two small thin corks will form legs and bits cut from cork and pasted to the ends make feet. Toothpicks form arms—or, if you like, use them for legs too. You can make many funny people with the assortment of corks.

Corks may always be bought at drug stores. They cost about five or ten cents for one big bagful.

If you like, you may prepare a list of subjects for a picture contest like this:

- | | |
|-----------------------|---------------------|
| 1. Sunset at Sea | 3. A Woodland Land- |
| 2. Portrait of a Lady | scape |

CORK FUN

- | | |
|----------------------|--------------------|
| 4. Boy with Go-Cart | 8. The Windmill |
| 5. The Old Homestead | 9. The Daisy Plant |
| 6. The Pet Cat | 10. A Still-Life |
| 7. The Barnyard Duck | Study |

Let each child take a slip of paper by drawing one of these Exhibition subjects from a strip you hold in your hand. Each must make his picture. Afterwards, a vote is taken as to whose picture is the best. All must be hung in a line and numbered. The name of the artist and subject of each picture must be written in clear writing on each card.

You may try a game of Cork-Toss at your party. Find some box about three inches deep. It should not be too large a box. Give each child three corks. Color each set of three the same color. Use crayons.

Seat all children about six feet away from the open box upon the floor. Count out for order of play. See who can toss his corks into the box. Each player has three turns to try in one round. All leave their corks where they fall and do not hunt them up till after all have finished playing that round of the game. At the close of each round, the score is counted. The one to obtain a score of twelve first wins the game.

And the one to win will have the choice of game for all to enjoy *next!*

I didn't have a thing to do one very dreary day,
But Mother said, "Oh, but I know a new and splendid play!"

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We found some corks from bottles—we cut them up snip-snip:
We just used our old scissors and cut from tip to tip—
We cut all size of cuttings, some round, some square, some long
And little tiny bits of things. (To use a knife is wrong.)
We just used old, old scissors. We snipped a long, long while
Till we had all our corks cut and made a good big pile:
Then Mother gave me paper and some good kind of paste
And tied a gingham apron on around about my waist.
She told me to make pictures from bits of cork, you know,
By joining shapes together the way I liked—just so!
I made a ship from one piece—it had a captain too
I made it every single speck, the captain and the crew!

A PLASTICINE PARTY

Material Required to Make a Plasticine Party:
A box of plasticine and some toothpicks. Some pad paper and pencils may also be needed.

If you have a box of plasticine, you may use it some day to make fun for yourself and your friends. You have probably modeled many things with it yourself and you know what is easy to make. Select as many different things to make as there are to be friends at your party. Write the name of each object upon paper. Fold the paper and place it in some basket.

When the children come, give each one a piece of pad paper to work upon. A toothpick is to be the tool used in modeling. Each child may have one—and if it breaks, another.

Let each take one subject slip. Each is then given a piece of plasticine to make this object with. He must not tell what it is. At the end of ten minutes, stop the game and let everybody write down what the different children are making. In some cases, objects will be unfinished and it will be hard to guess what they are. The one to make the best list of correct guesses will win.

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You may play this game in several rounds. Easy objects to make are:

a nest
a man
a cat
a dog

a bird
a house
a tree
a mouse

and I am sure you will think of many others like these. Be always careful to choose easy things to make.

After this modeling fun, maybe you will like to try a funny drawing game. Each child must have a pencil. Prepare slips of paper cut at least ten inches long and about three inches wide.

Tell each child to draw a head of either a person, a bird, or beast. Each must think of something to draw and choose his subject but say nothing about what this choice is. His subject may be "A Little Girl" and he draws the little girl's head as far as her neck. Then he folds his paper down over the drawing he has made and leaves two marks at the base of the fold to show where the neck ends.

Then, pass papers on to the next player at the left.

The next thing to do is to start upon the paper handed you and draw from the neck markings the body as far as the waist. This includes the arms. Keep on making the object you started to make and when you have reached its waist, turn your paper down and leave two marks at its base to show where the waist ends.

A PLASTICINE PARTY

Pass the folded papers on and next draw as far as the feet. Fold your paper down and pass papers on. The last thing to draw is the feet. You may disguise the markings by making double lines. Then the one who receives the paper—who may have started to draw an animal—will add four feet instead of two.

Fold the paper down over the feet and pass on again. Then each one must write the title of what he first started to draw. Then fold papers up and put them in a basket. Let them be well mixed. Each player may take one. The papers may be unfolded. They are very funny. You will all laugh to see that the Little Girl has turned out to be some strange monster, like no little girl that ever was!

After this you may have a game of real tag. It is to be played with baggage tags. You will need one tag for each person.

Play the game of tag as usual. As soon as any player is tagged, tie a baggage tag upon him. This tag may not be removed. There should be as many rounds of the game as there are players. The one to escape tagging wins. It may be that more than one will win. These should be allowed to choose the next games to be played.

Do you like to draw? I do
And I like to model too—
If you like to come to play
We'll be artists some fine day!

THE INDOOR PICNIC FUN

Material Required to Make an Indoor Picnic: A big market basket that is filled with picnic things, a table-cloth, some plates, paper cups, napkins, and picnicky good things.

An indoor picnic is always fun. You may use the picnic idea for many parties, if your mother thinks it wise to let you have the necessary things. It may be that she will give you leave to make the picnic party up yourself. If you do this, arrange all the necessary articles like plates, tablecloth, napkins, cups on a big table. Then, as your mother permits, arrange your good things to eat. You might make bread and butter sandwiches, peanut-butter sandwiches, or any other variety that you know how to make. Pack these carefully in the basket, done up in paper or napkin. Maybe you will have cake and fruit too. These with dishes, tablecloth, cups, napkins should all go into the big basket. When all is finished take this very precious picnic to some safe retreat where there are no mice to get into it or little brothers and sisters—I'm *afraid*, yes, I am afraid—might nibble it.

Plan the games you can play when your friends come. It might be well to make a list of good jolly

THE INDOOR PICNIC FUN

games to play at your indoor picnic, don't you think so? When the children come, you will be ready at once to begin the fun. When it is time for the picnic, tell all the children to go out of the room, you will let them come back later and hunt for the picnic! Isn't that exciting!

But don't bring in the big basket! No! Just take a slip of paper and write upon it something like this:

A funny little, happy elf
Has placed the picnic on a shelf—
You are the chosen one to go
To secret spots where picnics grow:
The cook has placed it safe away;
We're hungry: Please do not delay!

Hide this paper slip—somewhere quite hidden and *well hidden*. Then call the children in and tell them to find the picnic. They will look under the couch and table and hunt vainly in all possible places that are large enough but they will never think of looking for anything small!

If any child "catches on" he may demand some explanation, so you may tell the children that the directions for finding the picnic are "somewhere." Then the hunt will start off again with new vigor. At last, when the directions are found, the one who finds them may go after the basket. Then you will let this one take charge of the picnic planning when all have decided where to "have the picnic."

There are various places that might be fun. It

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might be fun to have the picnic out in the hay in the barn, or up in the attic where on a rainy day the rain sounds so sociable pattering on the shingles above. It might be fun to have it right on the playroom floor. It might be fun to have it by the fire-side around a warm open fire. Much will depend upon the day of your picnic celebration. I am sure you and your friends will know the right spot somewhere right at home.

If the picnic is given when the room is growing dusky at twilight, don't pull the shades down and light a light: have a lantern and have your picnic by *that!* It will be more of a spree, don't you think so? The picnic should always be a floor picnic. Did you ever hear of a picnic that was on a table? I suppose you have—come to think of it, I *do* remember having sat down to a picnic once-upon-a-time, but I think picnics on the ground are more fun and picnics on the floor are certainly quite as much fun!

It may be good to know how to make special picnic serving dishes, for some time you might like to use this indoor picnic play in connection with some other fun party. You may also arrange to have the picnic search party in the form of another kind of game. Instead of packing all the picnic in a big basket beforehand, arrange slips of paper with the names of picnic things upon them like this:

*Tablecloth is out in the dining-room on
a chair by the window. Go get it.*



The Indoor Picnic Fun for Rainy Indoor Days.



Little Home-made May Baskets Made from Small Picnic Dishes.

THE INDOOR PICNIC FUN

or like this:

The sandwiches are in the kitchen. Go ask cook for them and put them on the table here.

or like this:

The cake is in the closet of the dining-room in plain sight. Bring it but don't eat it, please.

When all the picknicky things have been finally found, the picnic may take place—but not till the last direction slip is accounted for. Perhaps you have even forgotten yourself where you placed it—and in that case *you* can join in the general hunt! What fun!

The special picnic serving dishes may be made by you beforehand and be found on paper slips all hidden like the other paper slips that give directions for finding tablecloth and eatables.

To make these serving dishes buy five cents' worth of paper picnic plates. Fasten a strip of colored cardboard to sides of one plate by using brass paper fasteners. This makes a handle for a sandwich basket. Paper napkins or paper doilies may be used on the serving dishes. You may make them of all sizes and from various picnic plates made of paper that come round, square and fancy-shaped.

Paper ice-cups may be ornamented with pretty

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"stickers" that are to be bought for holidays in special design. These are made by the Dennison Company and you can get them anywhere if you ask at stationery shops. They come with birds, flowers, butterflies, and hearts, witches and many other designs. All you need to do is to wet them and paste them on a paper cup to make a fancy decoration. They cost ten cents a box.

Indoor picnics may be arranged in still another way: packages with individual "eats" may be hidden in several rooms. When found, they should be placed in the picnic dishes that have previously been put on a big table somewhere in a convenient spot. Or, if you like, these, as found, may go into a big market basket. You better keep a written list of places in which things have been hidden. It's much safer!

Hurrah for a jolly picnic
On a stormy indoor day
When the wind blows hard and the rain pours down
And nothing seems fun to play!

Hurrah for a hunt and frolic
And a party upon the floor—
Hurrah for a picnic party
With the children from next door!

A BALLOON FUN PARTY

Material Required to Make a Balloon Fun Party:
Ten cents' worth of "penny balloons" and some string. Some fans are needed.

How about balloons? Aren't they about the nicest things you know? They belong to processions and to circuses and to fairs and other jolly times—but did you ever happen to think that they might belong to a party too and that *you* might make this fun party with everyday penny balloons that come just as rubber bag-like affairs and have to be blown up?

Buy ten cents' worth of these unblown balloons. There should be two balloons for everybody who is asked to your fun party.

For the invitation, cut circles of red paper each just large enough to fit into your envelope. Write on this circle and tie a silk cord or fine twine to it to make the invitation look like a balloon.

The invitation may be worded:

Dear Wopsie:

If your mother thinks best, will you come to my house and play with balloons on Saturday afternoon, please. Some other boys and girls are coming and I hope you can come too. Your friend, Topsy.

THE JOLLY BOOK OF FUNCRAFT

When your friends come, you may begin with a balloon hunt. Before they arrive, do up as many of the balloons as there are children. Make wee tissue-paper packages of each little balloon-pocket. Hide these all around the room. Put them in places that will not be prominent and yet will not be too hard to locate in a hunt. Be careful to have nothing breakable in the room, as children who are hunting are apt to be excited and in a hurry and things that might break *may* be tipped over and cause a bad disaster.

Tie to each little package—or wrap inside each package—a little card that says: “Now you have found your balloon, start to hunt for a fan to play a balloon game with next.” It may be that some of the players will find fans before balloons. But you may avoid this by hiding fans in another room.

When balloons and fans have both been found, you may arrange to have a balloon race. Give each child a number.

Then arrange the children in order of their numbers in a row. Tell them, “One, two, three: blow up your balloon—go!” Each child should be given a length of string. Time the balloon-blowing to three minutes. In this time, you must blow up the balloon and tie it with string. The one to finish this contest first should win a number to be kept to use in drawing for a prize later on.

When all balloons are ready, call number one to start. Have a “goal” at one end of the room. Now,



A Balloon Party with Colored Penny Balloons.



Auction Fun Made with Toy Animals.

A BALLOON FUN PARTY

the first player is to start all by himself and see if he can fan his balloon to the goal and into it. Count the number of times that he waves his fan one way—toward the goal. When the goal is reached, write down his score.

Next, start the following number. Everybody has his chance in turn. At the close, the one who has reached the goal in the fewest strokes, wins the game.

It will be great sport to watch this game. All manner of things will happen—maybe the balloon will burst! In this case, you may give out a new balloon for play.

An extra balloon may go to the winner of the game, for nobody ever had too many balloons!

If you have a little lunch at a table arranged for this party, tie a balloon that has been blown up to the chair of each little guest. The place cards should be circles cut and made to represent balloons.

After this fun, choose games that everybody will enjoy and make all your little friends have just as happy and jolly a time as you can till it is the hour to say good-bye and they must go home.

Balloons burst quickly
It's true—
But I like to play balloons,
Don't you?

AUCTION FUN-MAKING

Materials Required to Make Auction Fun: A pint of dried white beans and some toys. You will also need a hammer and a table.

Have you ever seen an auction, I wonder? There are many things to be sold and the auctioneer stands upon a platform above the crowd and offers these to the highest bidder. When nobody will bid any higher, he knocks his hammer down on the stand or table in front of him and that means that the article is sold to the last bidder.

Your auction will be made with toys. You may have an auction with doll house furnishings or an auction with animals that are toys. You should have about twenty toys arranged around the auctioneer.

Make a written list of these toys. The auctioneer must give each one a number but he cannot tell anybody what that number is. It should be either *ten* or *twenty*. No person may know the number of any animal or toy numbered on the list of the auctioneer.

When you have your auction party, give every player twenty beans. Then let the auctioneer start by holding up some toy for sale. He must try to make the purchasers think it a *twenty* value. Each,

AUCTION FUN-MAKING

as he credits this, offers his bid. The first may begin by offering two beans and the next, thinking the auctioneer is offering a value that is large, outbids him.

The one who bids highest wins—but you can't spend all your beans at once. If you do, you'll surely not win the game. The game is to get as many valuable things as you can. You won't know their real value till the end of the round of ten toys. When ten toys have been "knocked down," the auctioneer reads off the value of the ten sold. Each player adds his score and the one who has the highest score obtains ten more beans. The others obtain eight each. Then play starts again.

When the ten have been "knocked down" to ten bidders again, the auctioneer reads the value of the articles sold and final score is made. The one who has made the highest score with his buying wins. He may be auctioneer for the next game, if you like.

Number the toys differently for the next play: make them ten, twenty, thirty in value. Write the list of toys and keep it with values. This is always done by the auctioneer and if he makes a mistake and discloses what the real value is, he forfeits his place and another player is chosen by counting out.

This is a jolly good game to play at any fun party. Any number may play it.

I went to an auction one day—
It was an auction over our way:
The children, they were girls and boys,
Had beans for money and sold toys.

THE QUEER PARTY

Material Required to Make a Queer Party: Almost anything you find. Paper and pencils are needed for each child.

The Queer Party is indeed a funny party: you sit at table—but there is nothing to eat. You handle many things but you must guess what you handle, for you are blindfolded and cannot see it. Doesn't this sound strange! But a Queer Party is fun. It takes very little time to arrange for it and you may try it some day with your friends.

First, you must have five or six small clean bottles. Fill one with some molasses, one with some toilet water, one with a wee bit of vanilla, one with a bit of household ammonia, one with vinegar, one with a drop of camphor or some other liquid that has a smell. Each of the bottles must be corked. Label each in order, 1, 2, 3, 4, 5, 6. Put nothing else on the bottles.

When the children come to your fun party, each one must be seated at a table. On the table is a long cloth. Each child must be blindfolded. You, yourself, are not blindfolded. Begin the fun by passing bottle number 1; follow it with 2 and 3 and 4 and

THE QUEER PARTY

5 and 6. Do not start another bottle till the first has come back to you. Each child, blindfolded, must smell and guess what the bottle contains. He must never tell aloud what he thinks. He is given a chance to write it later. When all six have been tried, the bandages are removed and each child writes his guesses.

Then the right answers are read and the one who has guessed best may have some small prize. A wee bottle of cologne will make a good prize.

The next round of the Queer Party game is a test of feeling. Have six different kinds of material: silk, wool, rubber, kid, velvet, cotton. Number each and pass each in turn. These must be felt of with eyes that are bandaged. When six have passed, bandages are removed and answers written. A prize may be given for this—some small silk bag, perhaps.

The final round of the Queer Party game is a test of feeling, too. Select several familiar objects that are not breakable. You might have things that are a bit intricate in shape. Each child must feel of the object with blindfold bandage on and make his guess as to what it is. When six have been passed, then take off bandages and write answers. Exchange papers and correct. Any pretty little gift will answer for a prize.

After this game is played, you may all select one "party game" that you would like to play. Give each child a chance to choose something he enjoys.

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Let's have some fun sometime,
Upon some stormy day,
The children from next door
May like to join the play.

We'll make a party fun,
And have a happy game,—
Maybe you're good at guessing
The things my papers name.

ENVELOPE FUN

Material Required to Make Envelope Fun: A package of old envelopes and some crayons.

Tools Needed to Make Envelope Fun: Scissors.

If you and your friends want to have a scissors fun party on some indoor day, try making envelope animals. You will find it entertaining.

Divide envelopes between all players and seat every one at a table. Spread newspapers to catch clippings. Put a box of crayons in the center of the table.

Tell the children that they must cut out animals from the envelopes and that they must try to make a complete barnyard full. The crease in the envelope always comes at the top of the animal cut, and if you cut strong, straight legs in the envelope that is folded double, the animal will have four and will stand.

Paper heads must be pasted together to make one head and tails are to be twisted or curled with fingers to make them go up or down to fit the right animal. You may make horses, cows, ducks, geese, cats, dogs, pigs, and any animal you choose.

After your barnyard is complete, make a fence for

THE JOLLY BOOK OF FUNCRAFT

it from old cardboard box rims cut off from boxes. See who can make the best barnyard. The animals may be colored with crayon on both sides.

In the same way you may make a zoo.

As a game where many children enter into the fun together, it may take the shape of a contest and a vote may be made, after all work is finished. Give some little prize such as you can buy—a box of crayons or some pencils will be enough.

People may be cut from envelopes, too. The double cutting should be pasted together and the figure should be slightly bent through the center, vertically, to stand.

I think you and your friends will enjoy making these envelope creatures. They certainly are fun.

You may make a funny animal game to play at your farm party. You will need to cut twenty-four cards. Make them evenly, the same size: three by two inches.

Write upon four, *Donkey*. Write upon four more, *Cock*. On the others that follow, write four each of *Cat*, *Dog*, *Sheep*, *Cow*.

When you write these titles, four cards alike, use ink and write the names clearly, uniformly and large. Shuffle the cards into a pack. Deal them out, face down one at a time to those who are seated around a table. Any number may play. You may add some blank cards to make a pack come out even, if you like, where a large number play.

No person may look at his cards.

ENVELOPE FUN

When all cards are distributed, count: "One, two three!" Then the player at the dealer's left takes his upper card and turns it over, placing it before his other pack. The next follows him as fast as possible turning down his card. When names match, the first to call out the *noise* of that animal wins the cards that are *turned over* already by that player. He never wins more. These cards are placed, when shuffled, below the winner's pack of cards that have not yet been turned over.

The first to obtain the full pack of cards that have names written on them wins the game.

Of course, you know the noises that the animals make in the barnyard, but in order that there may be no discussion over the *right noise*, you had best tell all at the start of the game that certain noises are to be used:

The Donkey: hee-haw!
The Cat: meow!
The Dog: bow-wow!
The Sheep: ba-a!
The Cow: moo-o!
The Cock: cock-a-doodle-doo!

Any funny little toy animal will make a good prize for the winner.

One very stormy rainy day
We had to play indoors—some way—
And be content and not be blue
And find some jolly thing to do.

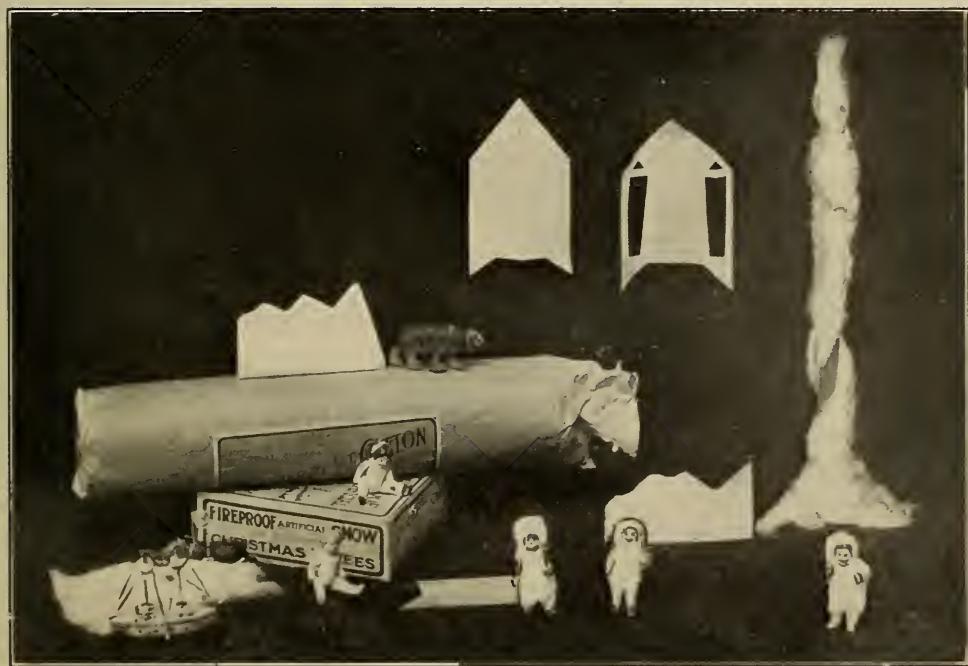
THE JOLLY BOOK OF FUNCRAFT

With envelopes we tried the fun
Of cutting animals—Each one
Would stand upon four legs quite fine—
Those in the picture, they are mine.

We snipped with scissors first and then
We colored animals and men;
We each one made a farm complete—
And—oh, my duckies, they were *sweet!*



- Fun with Old Envelopes—and the Animals are for an Animal Show.



North Pole Fun is Played with Real Explorers.

NORTH POLE FUN

Material Required to Make a North Pole Party:
Some china “penny dolls” and some cotton batting
in a roll. A hatpin or some stick that can be made to
stand will be the North Pole.

Tools Needed to Make a North Pole Party:
Some pins.

I dare say that you have never before heard of a North Pole *Party*. *My* kind is a happy kind. It does not sail off in a boat toward polar regions, it just has a good time right at home. But it is an adventure, nevertheless. It is a “make-believe” exploring party that is carried on in your own parlor at home. The only cold about it is the ice-cream that may—perhaps—come for “refreshment” if this is to be a special fun party, a party dignified by cake and cream.

To start a North Pole Party, send out invitations to your friends asking each to bring with him a doll dressed as a polar explorer. The doll must not be more than three inches tall. An easy way to dress a doll is to wind cotton about the body, arms, legs and then wind these with white sewing silk or white sewing cotton. The dolls look much as if they were

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really ready for an Arctic Expedition when all is finished.

To arrange for the party yourself is quite simple. Buy a ten-cent roll of cotton batting. Place this all over the top of some table. Twine cotton around the table legs and fasten it on with thread wound about over it and tied. This table is to be the Frozen North. To add to its reality, if you like, you may sprinkle artificial snow upon the cotton. This is usually obtainable at Christmas time. It comes for tree decoration and you can buy it in ten-cent boxes at the ten-cent store. You may buy wee polar bears. They come as brown bears—but you can easily paint them white with white water-color paint. These are five cent celluloid bears that everybody will find at toy shops.

The North Pole is to be made out of a tall hat-pin mounted upon a box. Both are entirely covered with white cotton. The pole stands in the middle of the table. (It may be a stick, should you prefer a substantial North Pole.)

When your guests arrive with their dolls, give a long pin to each. This pin should be pressed through the player's doll's clothing.

Count out for order of play. Each player, in turn, is tightly blindfolded and led around the room three times. This, laughingly, is "for luck." Then, start the player whose turn it is toward the table with his "explorer." Tell him, his doll must find the North Pole.

NORTH POLE FUN

The doll must be placed exactly where the player's hand touches the table first. Nobody may "feel around." Be careful to keep this rule!

Some doll explorers go to outlandish places—probably No Man's Land! Others arrive "somewhere near." It is all good fun for those who try and for those who watch the play and await their own turn.

The winner should have a wee American flag to place at the pole. Those who go to remote regions may have bears given them to carry home as souvenirs.

You may play this game with toy boats instead of dolls or with sleds cut from paper that is folded and made into sledges. The game may be made one of several rounds, if you like.

In passing "refreshments," place a stick of peppermint candy in the center of every dish of ice-cream. This will make a North Pole and a real "Frozen North" in each saucer. Frosted cakes will be the "icebergs" of the party, of course.

It's fun to go exploring—
A North Pole Party's fine,
If all the cold is pink ice-cream,
And icebergs, cake like mine!

I wouldn't want to go and freeze
Out in real polar snow;
The only kind of cold I like
Is pink ice-cream, you know.

PUZZLE-MAKING FUN

Materials Required to Make Puzzle Fun: Paper, post-cards that have pictures on them.

Tools Needed to Make Puzzle Fun: Scissors, pencils,—perhaps paste.

Do you like puzzles? Well, I'll tell you how you can make some all by yourself. They are easy to make and you can use them in a number of ways for little parties with your friends.

Begin by making one puzzle for your own entertainment—just to see how the puzzles are made, you know. Hunt up an old picture post-card. Draw three parallel lines lengthwise through the card and then draw four crosswise. Run this card through the sewing-machine, if Mother will let you. It will not hurt the machine. Use the needle without thread and let it go along the three parallel lines and then across the cross lines. This will make a perforated card divided into many sections that may be torn apart. Tear the parts from one another and then shake all into an envelope. Try to put the card together again! Even though you know what the picture is, it will not be easy. It makes a good puzzle, don't you think so?

PUZZLE-MAKING FUN

If you want to make a harder puzzle, cut three cards apart in this way and try to put three together at once. I wonder how long it will take you to do this?

Maybe you will like to have a picture puzzle party with some of your friends. You can arrange it after school some time and I think it will be jolly fun.

How many friends will come? You must have a puzzle prepared for each one. When they come, give them each a card and ask them to write upon the back of it some funny message. Then tell each to tear his card and hand it to the child who sits opposite him. See who can put his card together with the picture completed first. Then see who can read the message on the back first. You will have to be skilful in turning over the whole card or else you may lose the right connecting link in your message written upon it. It will be quite exciting to see who can do it first.

The first to read his message wins a prize: a few pretty post-cards that you may have collected make a good prize. Tie them together with ribbon or raffia and do the prize up neatly in tissue paper. For a booby prize, a penny post-card wrapped in an envelope and done up in many, many wrappings of paper, is funny.

You may make a picture post-card game, too. Look over your old collection of post-cards. You will find many of the same place or from the same State. Mount these upon cardboard with good paste and

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then cut the cards out. This makes a card game. There should be six sets of *four similar cards*—twenty-four pictures in all. Number each set: 1, 2, 3, 4. Write the general subject in full on the corner next the number and write the names of the other cards in that set also.

As many as six may play this game. Shuffle the cards well and then deal out one at a time. Play is made in turn. A player, as soon as he takes up his handful of cards, sees how many cards belonging to each set he has. Of course, try to obtain the cards lacking in the set of which you have already most cards. When it comes your turn, ask some one player to give you the card you want. If he does have it in his hand, he must give it to you. If he does not have it, your play ends. Every time you obtain a card successfully, you are entitled to another play and you can ask another player or the same player for any card you desire. The first to obtain a full set wins. Where few play, the winning of two sets may make the game. And, if you wish, the game may be in rounds with a winning score of five.

A large colored picture carefully mounted and placed on cardboard backing will be a good prize. It should be cut at least four or five times in cross-sections to make a puzzle. Put it in an envelope and do the envelope up in tissue paper.

You can play Hide the Post-card at your fun party, just as you play Hide the Thimble. The card must always be placed in plain sight.

PUZZLE-MAKING FUN

Another way to make puzzles is to cut a large circle about six inches in diameter and another about four inches in diameter. You may make some of these puzzles for your puzzle party. Take the small circle and place it on the big one. Then, take a crayon or pencil and write around the two and *on both*. Write a name or the name of an object or some short phrase. Then take the small circle off and join the top of the letters on the big circle in strange and unexpected ways so that nobody can tell what letters the *tops* have belonged to first. Keep this at the center of the big circle. Now give some person the two circles and ask him to solve the puzzle of what is written on the two circles. To do this, the small circle will have to be put back on the big one at the right joining—exactly. If your work is cleverly done, the puzzle will be a hard one to solve.

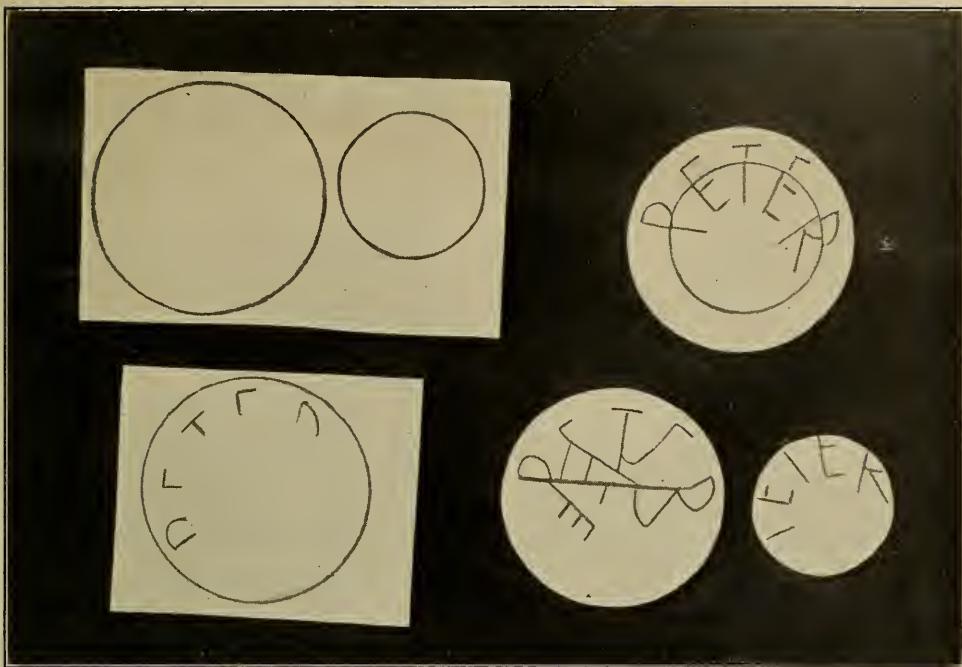
Let the guests try making these puzzles. Seat them around a table that has paper, pencils and scissors upon it. Let each, when his puzzle is made, exchange it with another player, and when all have made the exchange, give a signal of "Start!" The one to solve his puzzle first wins. You can play this as a game with five rounds and the one who wins most frequently should have a prize that you have made. It may be some picture puzzle made with a colored picture mounted on cardboard. Where there is a tie, keep on playing till the game is definitely decided.

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I like to play at puzzles—
For puzzles are such fun—
Can you imagine making them
And making more than one!

I didn't know that I could make
A puzzle till one day
I heard the puzzle secret
And made a puzzle play.

We children gave a party
At Jimmie Brown's, next door;
We guessed a lot of puzzles
And then we made some more.



Puzzle-making Fun.



Peanut Owls, People and Animals for Peanut Fun.

PEANUT FUN

Material Required to Make Peanut Fun: A bag of peanuts, some toothpicks, some small twigs from tree-branches, cardboard, and, perhaps, some tissue papers.

Tools Needed to Make Peanut Fun: Colored crayons and, maybe, paste.

Some Saturday or rainy indoor day, maybe your mother will let you have some friends come to see you and make Peanut Fun. A ten-cent bag of peanuts—or a five-cent bag for each one who comes to play—will be enough. You may even play with five cents' worth of peanuts—only don't begin to eat them fast, because, if you do, you never will have a chance to try to make all the wonderful things that peanuts will make!

First of all, there should be a peanut hunt. I dare say you have often been to parties where there were peanut hunts—but *did* you ever get tired of hunting peanuts? I don't think you ever did! So, hide the peanuts all about—try not to put many of them together and never put them on very high places that are difficult to reach. Give every child a paper bag or a little basket to put his "finds" into as he

THE JOLLY BOOK OF FUNCRAFT

gathers them. If you like, you may sew little cloth bags and give one to each little guest. The bags may be kept and carried home. See who can find most peanuts. The one who finds most wins the game.

A prize for this game is something you can make yourself: a peanut owl, truly lifelike, sitting in a tree. Did *you* ever see a peanut owl?

To make this picture, you will need a big square of cardboard, a small dead tree-twig, some feathers from the chicken-yard or from a pillow that is moulting, and a bit of white paper and two common pins.

Begin by sewing the twig to the cardboard mount to make a "tree." Beneath the tree, crayon green grass.

Next, take a peanut and paste feathers all the way around it. Cut two small paper circles. Outline the rim of each with black or brown crayon—they are the round fluffy circles about the owl's eyes. Mark black circles at each center for eyes. Run a pin through each circle and into the top of the peanut to make the owl's head. A bit of white cardboard cut pointed and small will be the owl's bill. When the owl is dry, sew him to a limb of the "tree" with darning-cotton. Sew at the base of the peanut owl where claws should come, for the black darning-cotton that goes around the twig and fastens the peanut to the twig will look like the feet of the bird curled around the tree limb. If you like, you may put several owls together on one tree. These pictures will

PEANUT FUN

make very appropriate little prizes for your party games.

After the hunt is over, place an open box or basket on the floor and seat all players in a half-circle about ten feet distant. Play is made in turn. Each player sees how many peanuts he can toss into the basket or open box. The one to get eight in first, wins the game.

When this game is over, try making animals and people out of peanuts. Gather all the children around a big table and put a paper down at each place to catch the "snippings" of work. Put a big dish of peanuts on the table and some paste, some tissue paper and some toothpicks.

It is not hard to make peanut people and animals. The toothpicks are to be broken and pressed into the soft shells of the nuts to make legs or arms or tails as needed. The strange shapes of peanuts lend themselves to funny heads and strange bodies. Dogs, cats, chickens, ostriches may be made—as well as ever so many queer animals that have nothing but peanut language names and no home in any other country but Peanut Land. It is great fun to see what you can make.

Peanut people may be dressed in tissue paper. Bits of paper pasted to the peanut shells make caps or hats or hair. Other papers pasted around the doll will make dresses, coats, trousers. There should be an "exhibition of work" afterwards and the child whose work is best should have a prize—perhaps

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some salted peanuts done up in colored tissue paper
and tied with a pretty strand of raffia to make a
“prize package.”

I think a peanut party like this will be ever such
good fun, most *any* time, don’t you?

Dear children, here’s a peanut owl as any one may see,
He’s sitting on a leafless branch of some bare winter tree:
I made this funny owl and you can make one too—
You’ll only need a peanut, some feathers and some glue!
The feathers are his plumage soft,—some downy ones made mine,
Glued round about the peanut, so. I think the plumage fine!
Two paper circles make his eyes, paste where they ought to go,
And make a black dot on each one to finish each you know;
Then with some heavy string or thread, sew peanut to a twig—
A tiny one from off a shrub that will not be too big.
There, children, is your owl a-sitting as you see
He’s roosting on a leafless branch of some bare winter tree.

THE GAME PARTY FUN

Material Required to Make a Game Party: Six or seven board games or other games.

A game party is what is sometimes called a progressive party. There should be as many games to play as there are children to fill three, four, or the desired number of tables.

A number is given to each table and the children draw for the table where they are to sit. There should be two at each table, or four. If you like, you may pin a number on each little friend who comes to play, in order of arrival. Thus, each will at once know his place.

When all are placed, start play by ringing a bell or giving a signal of "Start!"

Play for the full time that it takes the first table to finish one game, then ring the bell. Those who stand highest progress to the next table. The others who have not won remain where they are.

Each player should have a piece of cardboard and when he progresses, this cardboard should be punched. Or, if you have no punch, paste a paper circle or star on the player's score.

Where four play at a table, there should be games

THE JOLLY BOOK OF FUNCRAFT

at each table that have four players needed to play them. Where two play, games should be board games that two may play. You will probably find enough of the right kind of games if your friends help out by lending theirs.

You may all club together and contribute one penny to buy a prize for the players who have progressed the farthest and who have the highest score at the close of two hours of play.

If you do not win a prize
Try again some day—
It won't pay to pout and fret—
And call it unfair play.

Everybody has a chance,
You have had one too—
Make the best of luck and say,
“Here's hurrah for *you!*”



This is the Exciting Finish at a Game Party. Who will Win?

THE FAGGOT PARTY

Material Needed for a Faggot Fun Party: A big bundle of twigs and an open fireplace.

A faggot party is not altogether a new idea, but you may like to try the fun sometime when there is a cold evening and you and your brothers and sisters have friends visiting you.

There should be invitations given to every person who is to attend the party. These invitations should be written on rolls of paper and each one must be tied to a small faggot. They may read like this:

Dear Wopsie:

You are invited to a Faggot Fun Party before bedtime to-night. We meet at the big fireplace in the living-room as soon as dinner is over. Bring this little stick with you and come prepared to tell a joke or a story that will last till your faggot is burned out.

Sincerely,

TOPSY.

Do not attempt to tell long stories that have many details. Keep to simple accounts of everyday hap-

THE JOLLY BOOK OF FUNCRAFT

penings or stories that you have memorized in verse at school. Each one may do his "stunt" in order chosen by the easy method of counting out with a rhyme.

At the close of the fun, a vote should be taken as to which story was best. Then, sheets and pillow-cases may be distributed, if Mother approves, and you may each don one. Paper masks should be used and each person must be numbered. The one to guess who's who first is the winner.

In the rosy firelight
While the faggot twigs burn bright,
Tell your story—make the fun—
Have it gay for every one!

BOOK FUN-MAKING

Materials Required to Make Book Fun: All manner of articles that you will need to "hunt up" at home, cardboard and an old calendar.

Tools Needed to Make Book Fun: Scissors, paste, but most of all a nimble brain and a pair of clever hands.

Do you like story books? Probably you do. I suppose you know them well enough to know ever so many titles of story books, too—even more titles than books you have read, maybe. You can make an entertaining fun party contest by illustrating the titles of books. It might be well to go over the names of the books you know and find out how many can be illustrated. You will be surprised!

Take *Mother Goose*, for instance! That is not exactly a story but it is a book everybody knows well and it is easy to illustrate it with some toy of your own. Dress the toy goose up in Mother Goose style. You may use doll clothes.

There is *The Brownie Book*: That you might illustrate with a picture of a brownie or a brownie made from horse-chestnuts—or even a brownie cut from paper.

THE JOLLY BOOK OF FUNCRAFT

There is *Moni, the Goat Boy*—why, that is easy! All you need is a toy goat and a boy doll!

And how about Howard Pyle's *Salt and Pepper*? You could quickly illustrate that with a salt and pepper pot!

Would two wee penny dolls in a dish of water make *Water Babies*?

How would a toy flag placed upon a thick cork and put into an open saucerful of water make *Afloat with the Flag*? How about *The Blue Bird*? Can't you begin to think of dozens of other titles that you might make? If you can't, just get a boys' and girls' book catalogue or some catalogue of older person's books and see what you can do with it. It might make a fun contest some day.

If you want to make a Book Contest, use book titles that are familiar to those who are to play—if the party is for children, try to keep your titles among the most familiar ones known to all children. You should have at least ten titles to guess. Arrange these in individual groups upon a big table. Cut the numbers from some old calendar and paste it on a cardboard card that must go beside each group.

When your friends come to play with you, give each one a slip of paper and a pencil. Ask them to guess what book each numbered group stands for and tell them it is a book most children know. Then let them puzzle. When all have tried hard and done the best they can, have the children exchange papers and then read aloud the title of each group

BOOK FUN-MAKING

with its number. See who has had the best memory and been able to identify the most book titles!

A painting-book makes a good prize, if you want to reward the winner.

After this, if you like, you may play the well-known game of Authors. I dare say that you have a pack. If you have not, any ten-cent store sells the game for five or ten cents.

Perhaps you might like to make an Author Game yourself? You might make one in which there are only children's books and children's authors. I will tell you how to do it.

You will need a sheet of cardboard to cut into playing-cards. Cut fifty cards. First draw them on the cardboard by making two lines, horizontal and parallel, three inches apart. Divide these into sections, each two or three inches wide. Make your cards uniform in size and keep on making them and cutting till you have fifty cards. The game will be large enough to play with ten children.

There will be ten sets of books in your game. Each card in a set will bear the name of some character in *that* book. The books chosen are as follows:

- I. *The Arabian Nights*
- II. *Alice in Wonderland.*
- III. *Andersen's Fairy Tales.*
- IV. *Hawthorne's Wonder Book.*
- V. *DeFoe's Robinson Crusoe.*
- VI. *Lamb's Tales of Shakespeare.*
- VII. *Kingsley's Water Babies.*

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- VIII. Alcott's *Little Women*.
- IX. *Mother Goose*.
- X. Burnett's *Little Lord Fauntleroy*.

You will play this game by asking for the characters in the books named. So you will have to write on the first five cards that are numbered 1, the names of five important characters in *The Arabian Nights*. Write at the top of each card plainly in red ink, the number and book name of each set.

I. *The Arabian Nights*

1. Aladdin.
2. Ali Baba.
3. Sinbad.
4. The Fairy Perie Banou.
5. Caliph Haroun Al-Raschid.

On the next card of the set write the names thus:

I. *The Arabian Nights*

2. Ali Baba.
3. Sinbad.
4. The Fairy Perie Banou.
5. Caliph Haroun Al-Raschid.
1. Aladdin.

On the *third* card, begin with the third name and invert the first titles to begin at the end of 5. On the fourth card of the set begin with 4, and on the fifth card give the name of the fifth character in the first set. The *name that stands first* on the card after

BOOK FUN-MAKING

the title is the name of that card. In this way you can tell what cards to call for.

The second set is to be arranged in characters like this:

II. *Alice in Wonderland*

1. Alice.
2. The White Rabbit.
3. The Duchess.
4. The Dormouse.
5. Humpty-Dumpty.

In making the other cards for the set, arrange them always in inverted order beginning with 1 and going on, to begin next with 2.

Here are the cards for the third set:

III. Andersen's *Fairy Tales*

1. The Little Tin Soldier.
2. The Little Match Girl.
3. The Ugly Duckling.
4. The Snow Queen.
5. Little Tuk.

Arrange these in the same way.

Here is the next list:

IV. Hawthorne's *Wonder Book*

1. King Midas.
2. Pandora.

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3. Quicksilver.
4. Hercules.
5. Pegasus.

Here is the next book's list of characters:

V. Defoe's *Robinson Crusoe*

1. Robinson Crusoe.
2. Friday.
3. The Parrot.
4. The Cat.
5. The Goat.

Set six is as follows:

VI. Lamb's *Tales of Shakespeare*.

1. Rosalind.
2. Miranda.
3. Viola.
4. Portia.
5. Titania.

Set seven is:

VII. Kingsley's *Water Babies*.

1. Tom.
2. Emily.
3. The Old Dame.
4. The Sweep.
5. Mrs. Do-As-You'd-Be-Done-By.

BOOK FUN-MAKING

Set eight is:

VIII. Alcott's *Little Women*.

1. Marmee.
2. Meg
3. Jo.
4. Beth.
5. Amy.

Set nine is:

IX. *Mother Goose*.

1. Little Boy Blue.
2. Little Bo-Peep.
3. Little Jack Horner.
4. Mary Quite Contrary.
5. Old Woman in a Shoe.

Set ten is:

X. Burnett's *Little Lord Fauntleroy*.

1. Cedric.
2. Dearest.
3. Dick.
4. The Earl.
5. Mr. Hobbs.

The rules for playing this Book Game are the same as apply to Authors. Shuffle all cards and deal

THE JOLLY BOOK OF FUNCRAFT

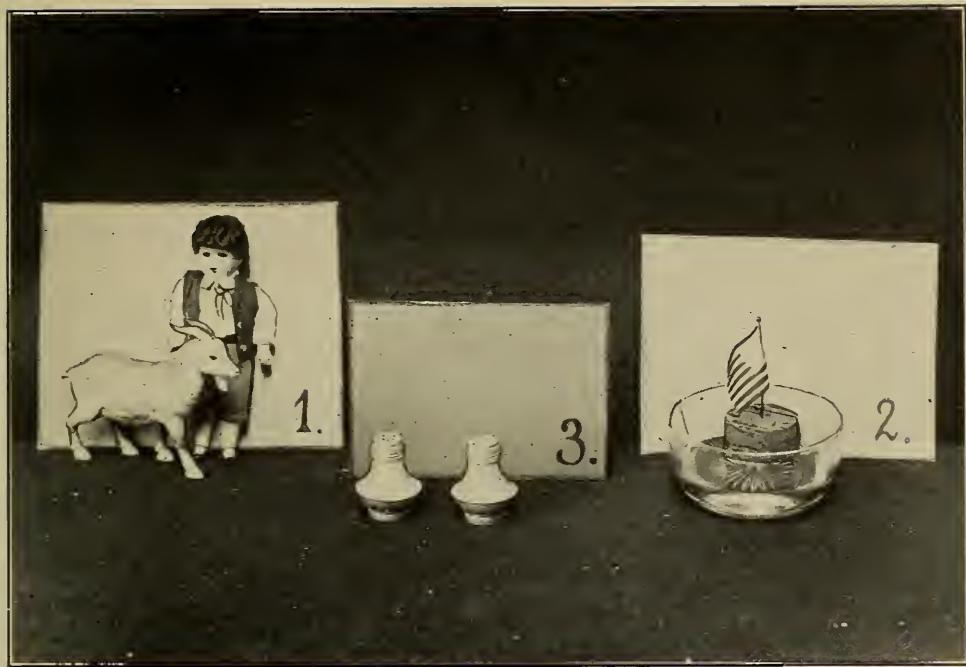
them out one at a time, face down, to each player seated at the table.

Play is made in turn. The object of the game is to see who can get the most book sets complete. When it comes a player's turn, he looks over the cards he holds in his hand and he asks for the name of a card that shall go to complete his set.

If he asks a player who holds that card with its name *first* in the list after the book's title, that player must give it up. The turn may continue till that person fails to obtain of some player the card he desires.

At the close, the one who has most books wins. I think you will find it fun, if played at a party, to give some interesting book as a prize—probably your daddy will buy you one, if you ask him.

In clover time, I love to lie
In the green grass and watch the sky:
The fleecy clouds that I can see,
They make a picture-book for me—
Sometimes a tiger or a bear
Is in the cloud shapes with his lair;
Often, I find a giant's face,
Or, maybe, horses in a race;
Sometimes, a sailing ship goes by
To the far islands in the sky:
I never could begin to tell
The other things I've seen as well
In the white cloud-shapes as they go
Blown by the breezes fast or slow:
Changing to something new they stray
Across the sky the whole long day



This is Book Fun: Here are the Titles of Three Books.



Here are Doll Charades. Can You Guess what Book this Represents?

BOOK FUN-MAKING

And as I watch from grassy nook,
I call the sky my picture-book!
I love my books both great and small
But my sky book is best of all.

TOY CHARADE FUN

Material Required to Make Toy Charades: Any toys you may happen to have. They must be rather small. Doll house toys are excellent for this play. You will need a big cardboard packing-box too.

Tools Needed to Make Toy Charades: A pair of hands—a knife or pair of scissors to cut an opening in the box.

Charades are always interesting—but did you ever make them with toys on a small toy theater stage? Why not try the fun!

Let your friends share in the fun. Take turns thinking up good charades. You will need to make a toy theater in order to act them out on its stage. To make the theater, you will need a big cardboard packing-box.

Stand the packing-box on end. Cut out a part of its old top. From the front of the box, cut an oblong piece leaving this to turn *inward* at its base to make the “stage.”

If you have pretty wallpaper, paste this over the front of the box. It may go around the sides also, if you like. Cut out from this the paper that is over the stage opening.

TOY CHARADE FUN

Run your hands through the back of the toy theater and fix toy furniture or whatever the "act" may call for. Then prepare the act by choosing what you need to illustrate it with your dolls or toys. (If any words or noises are needed, you of course give them from "behind the scenes.")

Prepare a good list of words to act out in toy charades. Try these and let your friends guess—then, perhaps they would like to try the fun, too. See who can guess the most charades.

Another play you can make with this toy theater is to illustrate books and stories in tableaux. In the picture, you will see Mother Goose is illustrated. Try illustrating individual verses from Mother Goose with toys and see how well the children will guess these. You will have to do this simply and without much detail, but avoid rhymes that are not well known and always try to make it a perfect representation of the rhyme you are aiming to picture.

You can act out simple little stories with your dolls and toys, too.

I saw a Punch and Judy Show,
All played with marionettes, you know:
It made me think—and so I made
A dollie's show with which we played.

We had some doll charades one day—
I used my toys and things for play—
We took our turns to guess, you know,
And it was like a puppet show.

THE BOOKPLATE FUN PARTY

Material Required to Make a Bookplate Fun Party: Some blue print paper, some paper cut from dark pamphlet covers, a bottle of India ink, pen and paint-brush, also some transparent glacine book covers. Waxed paper may do if you have no glacine book cover. You will need a basin of clear cold water and some blotting paper too.

Tools Needed to Make a Bookplate Fun: Scissors, a photographic printing-frame.

Have you a bookplate for your own books? You might try to make one yourself. It is really not hard at all, you know. You will need a photographic printing-frame, some blueprint paper, and some opaque dark paper. If you have some thin transparent architects' paper to draw upon, you may make bookplates of this, too.

The designs are cut from paper. First cut a small oblong piece of the dark paper and then make this into a frame with a free-hand cutting of some design within it. Print this as if it were a photographic film. It will make a relief picture on the printing paper. When dry, cut this out and you will have a

THE BOOKPLATE FUN PARTY

bookplate. Write your name in ink upon it. Any other printing paper may be used.

Another way to make these bookplates is a little more work but quite a good deal of fun: Cut your frame from dark paper, paste this frame on transparent architects' paper, take India ink and draw a design on the architects' paper. Write your name under the design, using India ink. Print the whole as you would a film and you will have a printed bookplate in photograph with your name upon it.

If you take fancy patterns of muslin and put these over a piece of architects' paper on which your name is written, you may make a designed bookplate film this way.

If you and your friends are interested in photography, it might be fun to make a bookplate party fun some bright sunny day when "printing is good." Each may bring his own printing-frame. You yourself may arrange the materials for general use upon a big table covered with newspapers.

Architects' tracing paper costs about ten cents. It will go a long way. India ink costs twenty-five cents a bottle. You must have clean pens to use in drawing with the India ink, and there should be plenty of them so that children will not have to wait for them while others are using them.

You may see who can make the best bookplate print. A bookplate, if it is a real bookplate, should

THE JOLLY BOOK OF FUNCRAFT

be something individual and personal. It should in some way suggest the one to whom it belongs.

You may also try making designs of pictures on architects' paper. These may be printed in the same way. Give each child some crossbar netting of cotton and let him try to make a bookplate or designed picture that suggests an old-fashioned sampler. This may be done by putting the netting next to the glass in the printing-frame and then the paper with the design on the architects' paper. On this, place the blueprint or other printing paper.

If you look at the picture of the bookplate fun in this book, you will see how the finished prints look, and how I made my designs with India ink. The dark part of the paper film made in India ink will be white in the print.

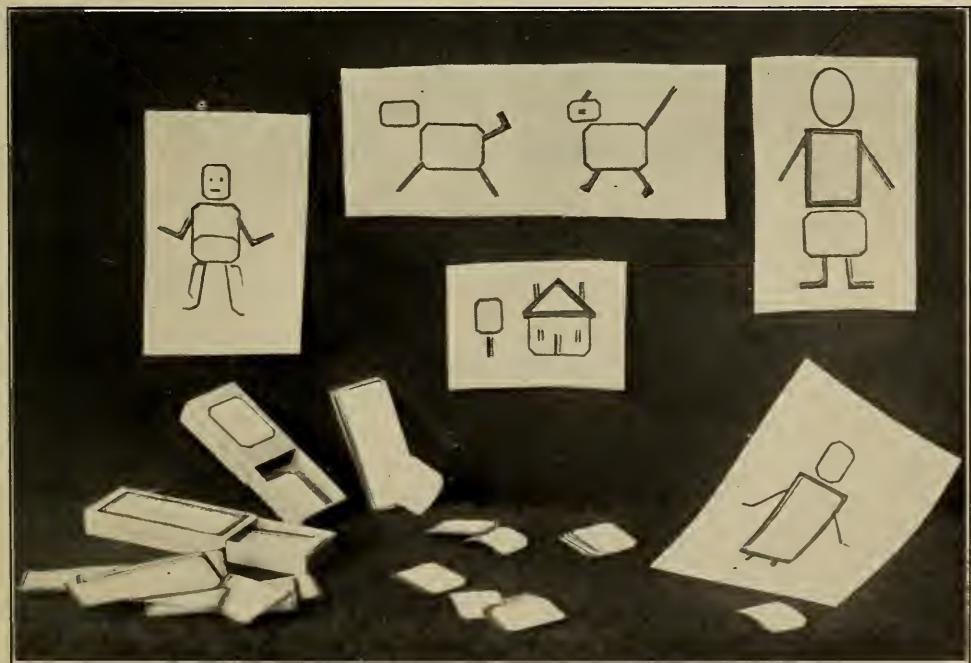
You may trace designs from books and use these in making your bookplate, too. Flowers, leaves, ferns—just a small spray—may be mounted on architects' paper upon which your name is written. These natural objects may be used to make a silhouette design.

It will be fun to see who can make the prettiest and most appropriate bookplate and picture, don't you think so?

If you really like a book,
Treat the book with care:
Keep your name within its leaves
On the cover there.



Here are Bookplates Made at a Photographic Party.



Here are Pictures Made Just for Fun at a Sticker Party.

THE BOOKPLATE FUN PARTY

Make a bookplate for yourself,
It will be quite fine
Printed in a photograph
With your own design.

FUN WITH STICKER LABELS

Material Required to Make Sticker Picture Fun: Some boxes of labels and stickers, and cardboard that can be cut into mounts.

Tools Needed to Make Sticker Fun: Scissors.

Did you ever know that sticker labels *would* make pictures? I dare say you wouldn't have believed it, would you, if I hadn't told you! Surely you can make pictures with them. Why not try, and when you know how and want a new way to entertain some little friends at a party, you can have a Sticker Picture-Making Contest.

The pictures are made by cutting labels. You cut the labels any way you wish and paste them in different positions on the cardboard mounts. Each player in the contest is entitled to use two stickers to make one picture, three for another, four for another. More than four may not be used.

Place a big table for the children to work at. Have cardboard mounts enough to go around the table three times or four times, one mount apiece for three or four rounds of the game.

Make a list of subjects like this:

FUN WITH STICKER LABELS

First Round: Make an animal.

Second Round: Make a person.

Third Round: Make a house.

Fourth Round: Make a flower.

Give ten minutes to make one picture. Then start the next subject. Each time, children who take longer than they should, forfeit the unfinished work that is undone when call of "Time's up!" is made.

At the close, all finished pictures are gathered up and their artists write their names on the back of work handed in. Each picture is numbered and placed on exhibition.

Then players vote as to which is the best of all. This is done by casting papers, folded and written upon, into a hat or a basket. Count is made as to which has most votes. You may vote for second best, third best and so on, if you like. A lollipop might be a good prize.

After this, pin a sticker with the name of some animal or noted person or place to the back of each child. He must guess what is on his own back. The other players may see what he is but the fun is to make him guess by degrees. Nobody may answer another's questions except by, "Yes" or "No." The question should be phrased like this: "Am I George Washington?" The answer may be only one word, "Yes" or "No."

You wouldn't think that simple things like *labels* could be play—

But with some sticker labels once we made a party day!

TRADE-MARK ANAGRAM FUN

Material Required to Make Trade-Mark Anagram Fun: Some advertisements cut from old magazines and some good stiff paper.

Tools Needed to Make Trade-Mark Fun: Scissors and paste.

Do you like to play Anagrams? If so, you will probably like to ask some little friends to come over some afternoon to play Trade-Mark Anagrams with you. It is quite as much fun and much newer than the game with which you are familiar.

Cut all large advertising trade-marks from the text of the printed pages. Cut also any very large text that does not contain trade-marks. Use only the large, clear text but it need not be of a similar type.

Take thin cardboard and paste the words all flat upon this. Do the work carefully so that words are secure on the cardboard. Then cut each letter, making oblongs. This is a quick way to work. You may take more time and cut out even squares, each a half-inch in size. *Then* cut your words and paste a different letter on each square.

When you and your friends play this game, turn

TRADE-MARK ANAGRAM FUN

all squares over so that no letters show. Have each player draw two letters to start the game. Then, after this, draw one letter at a time in regular turn. Take these from the center pile.

See who can make the most trade-marks or names of goods advertised in the magazines. It might be well for you to prepare a list of these when you are making your game and cutting things out. Then you will have them before your very eyes.

If any player makes a trade-mark or name of some advertised goods such as *Campbell* or *Heinz* or *Colgate* or *Cox* or *Knox*, he must also name the article that the trade-mark advertises as Heinz' fifty-seven varieties of pickles or Campbell's tomato soup. These words may not be touched and the one who first makes five wins the game.

Any player who can incorporate an opponent's unused letters—one or more—to make a trade-mark with his own letters may take these from any other player without remonstrance.

Any article may be a prize for the winner, if you intend to give a prize. It is the fun of play that is its own reward, but if you play this game at a party you might give some advertised article for a prize—a box of the Sunshine Wafers would be a good prize. This prize may be opened and shared, if your mother will let you make a few glasses of lemonade for your fun party.

If I were rich I'd like to buy
What advertisements show—

THE JOLLY BOOK OF FUNCRAFT

And I would buy 'most everything
That's advertised, I know:
The fifty-seven different kinds
Of pickles, I would test—
I'd eat all kinds of different things
And find out which was best.



Advertising Anagrams must Spell Trade-marks.



Can You Guess what is Taken from these Advertising Pictures?

GUESSING GAME FUN

Material Required to Make Guessing Fun: Advertisements cut from old magazines and some large sheets of pad paper.

Tools Needed to Make Guessing Fun: Scissors and paste.

Sometime you may like to know how to make a good picture-guessing contest. You may make it with advertising pictures that occur many times in the magazines and are thoroughly familiar. Do not use those that are unfamiliar.

Find a big pile of magazines and make careful selections. You should have at least thirty pictures for your contest. Cut each picture out so that the name of the article does not appear and the picture of the article itself is not visible. In an Ivory Soap advertisement cut out all references to ivory and cut out the picture of the cake of soap. In an advertisement of Dutch Cleanser, cut out the picture of the can and the name also. Do this to all full-page pictures and do not use pictures that are smaller than a half-page size of a small magazine.

Mount each picture upon a sheet of white pad

THE JOLLY BOOK OF FUNCRAFT

paper. Number each picture and pin it upon a curtain or portière.

When each child guest comes, give him pencil and paper and ask him to guess the name of the article that is missing in the picture as well as to write the name of it.

This may be a game that older persons will enjoy playing with children. It is always a rather difficult game, for it is hard to remember names even when one can tell that the article advertised is some kind of butter marketed in packages. The name of the brand is difficult to remember even if the picture is easy. It will be good fun to see who has the best memory!

If you want to make this a prize-winning contest, give a box of Uneeda Wafers. A booby prize of a dunce's cap made by pasting a paper cone together and covering it with flowered wallpaper, will cause a laugh. If, however, the booby prize should go to some person who cannot enter into the humor of the fun that wins a booby prize, do not give it out. Be very careful never to hurt another person's feelings in this way. Such hurts may seem small to you but to some sensitive person who has not a happy faculty of guessing things quickly and who is shy, this might *hurt* badly.

After all have written their guesses, of course the method is to exchange papers and correct. One player reads the correct list of advertisements and the

GUESSING GAME FUN

name of each article omitted from it. Correct the papers each time a new picture's name is read off.

When I don't know what to do,
I make a funcraft-play—do you?
Perhaps, upon some rainy day,
I will prepare a "party" play:
Then I invite 'most every one
And we all have some jolly fun.
I like the parties that I make,
Though we can't have ice-cream and cake.

HOBO FUN

Material Required to Make Hobo Fun: Advertisements cut from the backs of magazines and a sheet of cardboard.

Tools Needed to Make Hobo Fun: Scissors, crayons, ruler, pencils.

If you and your friends want some fun some day, have a Hobo Party. Ask everybody to come to it dressed in hobo style. At the fun party you will play a Hobo Game that will need to be made beforehand.

Find a sheet of cardboard, a ruler, some crayons, paste, and some old magazines.

Rule your cardboard to make thirty-six cards, making each card two inches wide and four inches long.

Set aside eighteen cards when all have been carefully cut out. On the remaining eighteen, paste pictures. These pictures must be pictures of food cut from magazine advertisements. You will find advertisements of breakfast food dishes, soups, pickles, cake, coffee, oranges, and many other food pictures —indeed there will be quite enough for more than one set of cards. Choose the best eighteen pictures

HOBON FUN

and paste one on each card. Let the cards dry flat and do not use very large pictures. If you like, you may include things to wear, such as boots, shoes, stockings, coats, shirts.

Make a list of all the different articles that are illustrated in the game and keep it on the table when you play.

The game is played with six persons. If there are five or seven who wish to play, remove one blank card from the unillustrated pile. The cards, when dealt out, should come out evenly.

Seat players around a table and shuffle the picture cards in with the blank cards. Deal out one at a time face down to each player. When all cards are evenly distributed, players may take up their hands and look at cards—but they must not tell what is in their hand and they must be careful not to show their cards by careless motions. Hold the handful of cards in your right hand spread out like a fan. Hold it as close as you can to prevent any other person from seeing it.

The object of Hobo Hand-Out is to obtain a full handful of picture cards. Play is made in turn, starting at the dealer's left. The first player begins by asking for something that is in the written list but is not in his own hand. In asking, try to phrase your request in real hobo language: "Please, missus, can I have a pair of shoes, I've walked all the way from Boston to Chicago with nothing but newspapers in me feet for soles." Or it may be, "Please, sir, can

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you give me a night's lodging in your barn and a cup of coffee?"

The other player, if he does not have the card, replies, "I just gave away the last pair to our junk-man. There are none in the house." Or he may say, "We've finished our breakfast and the cook has cleared away the things. Get right off my premises or the dog will be after you."

A player may address his request to any one at the table. If the reply is, "I'll see what I can do for you," draw a card from that player's hand. It may be *the* card you want or it may not be. Don't tell but keep it in your hand. If you draw the card you asked for, you have another turn. No player may have more than two turns. As play progresses, some players will have to drop out of the game if they meet with heavy losses of cards. But these are said to have "reformed." There is still plenty of interest to watch other players, so they must keep their places and be careful not to give away any information. In a large game, five pictured articles win. It may, however, be difficult to keep these. Hobos are keen! If you want to play the game progressively at several tables, make other packs of cards. If you wish to use a game with more than seven players, add more cards to the original pack—half and half, six new cards for each player added to the game.

A funny prize would be a real pie. Of course, all should share this at a feast of the hobo party afterwards—but the "largest half" should go to the



Here is a Game called Hobo Hand-Out, Made with Magazine Food Advertisements.



This is a Game called Bargains in Which One has to Match Pieces of Advertisements.

HOBO FUN

winner. A funny booby prize is a sandwich done up in waxed paper and then wrapped in newspaper.

I don't believe I'd like to be
A "hobo," really true,
But it is fun to play the game—
It's funny and quite new.

BARGAIN HUNTING FUN

Material Required to Make a Game of Bargain Fun: A great many pictures of advertised articles that are found in the backs of magazines.

Tools Needed to Make a Game of Bargain Fun: Scissors.

It is always good fun to shop and the bargain counter with its pile of "special goods" makes an appeal to thrifty folk even though one may not need what is placed upon it. It will be a jolly game to make Bargains that one may grab and appropriate even though one has no money to spend. Suppose you make a game to play with your friends and suppose you give a fun party with it some afternoon.

Find a large pile of old magazines. Look them over carefully. Cut or tear from each page some large illustrated advertisement of some interesting article. It may be the picture of an Elgin watch; it may be a can of Dutch Cleanser; it may be a can of Campbell's soup; it may be the big picture of a toothbrush. Each picture that you use must be at least four inches square or long. It may even be larger. Some advertisements may be cut out as they stand on the page. Others may be cut out in such

BARGAIN HUNTING FUN

a way that only the article remains as cut-out. If you do cut out the articles, use only the largest pictures. Mix both cut-outs and square-cut advertisements in a big pile. Make as many pictures of bargains for your game as possible but do not repeat the same article more than twice if you can help.

Cut each article or advertisement into two pieces. Make a straight cut that divides the picture of the article in a way easy to "match up." Some very large picture advertisements may be cut three times. Place all pieces together in a pile and mix them all up.

When you and your friends play the game, see who can pull out a half a paper and match it. Don't take more than one-half of a paper at a time from the general pile on the "bargain counter." If you do, you cannot play the game. Don't make that serious mistake!

As soon as you have found one piece in the pile that matches *and fits* your other half, you are entitled to keep the two halves that fit. Keep all your bargains matched this way. The one to get most of them will win the game. If you tear or grab a piece of paper that is on the table, you must forfeit one of your bargains and return it to the general heap to be mixed in with other pieces and matched again. As soon as you see that one piece does not fit, put it back on the pile and take another. Play continues without turn till all have matched up the pieces and the last one is taken. The one who has most wins.

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Anything will do for a prize. Be sure to tie a tag or put a price mark on it, "To-day, \$.98 only."

If you are to have a table and a spread at your fun party, a good way to arrange "who will take out who" and sit together is to give each guest a sample of cloth to match. There are two alike and the two that match sit together.

If you want to go a-shopping,
There is a game to play—
It is a splendid kind of fun
To make some stormy day.

You have to hunt for pictures,
And cut them out, each one,
Then turn them into "bargains"
To make a game for fun.

You have to "match" the pieces
Upon the table there;
The one to get most bargains
Will win the prize— *That's fair!*

GARDEN PARTY FUN

Materials Required to Make Garden Party Fun:
Outdoor games of all kinds, amusements that may be carried on and enjoyed outdoors. Besides these, you may have flags and banners for decorative purposes or colored papers and Japanese lanterns.

It is splendid fun to get up a garden party in summer. You will need to choose either your garden or one in which you have permission to play at some friend's home. You will need help of other children in getting up the entertainment. Choose those who enjoy working and those who can work well and happily together.

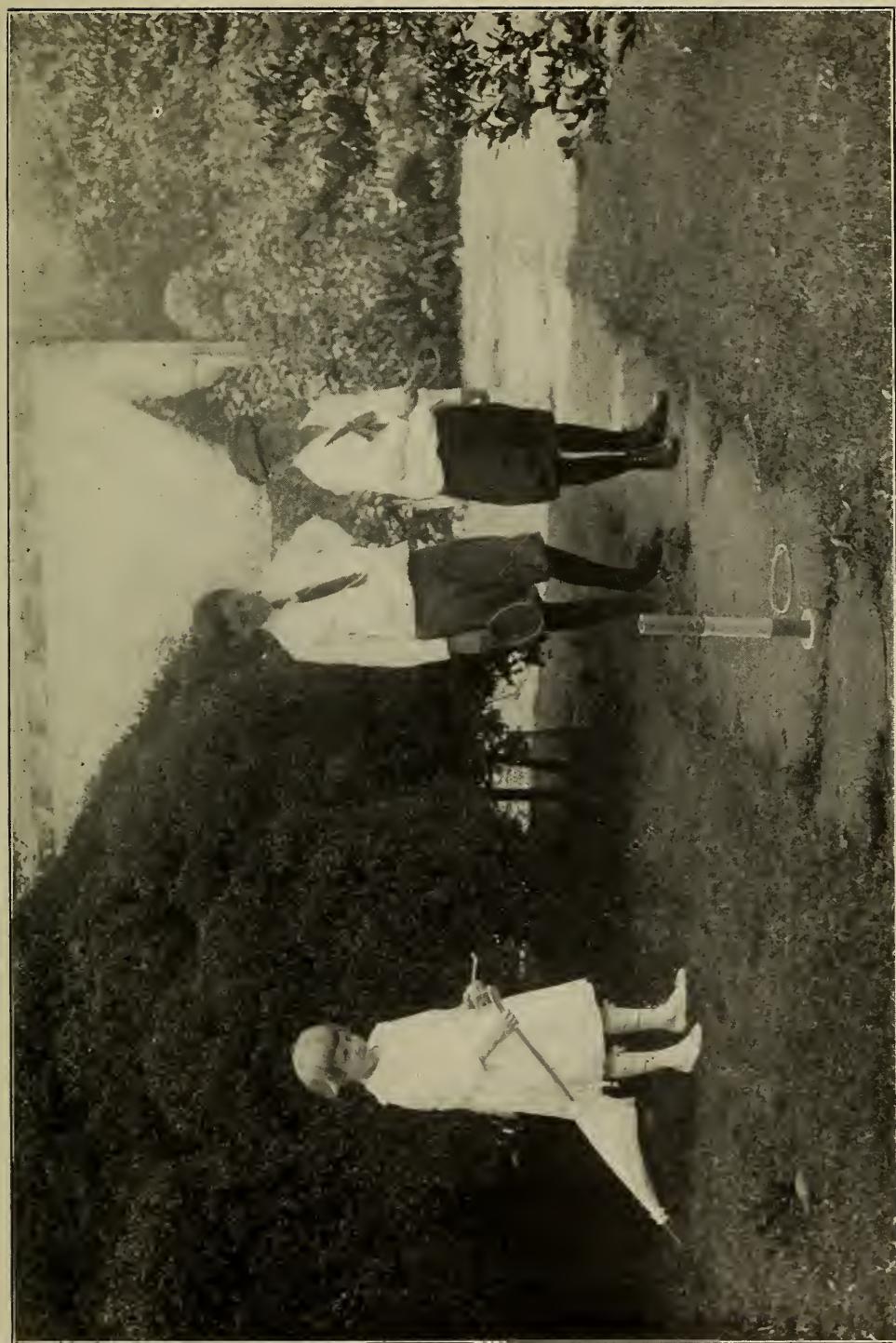
You must, first of all, decide what kind of lawn party you want. Is it to be just a little social gathering of friends? Is it to be something in the nature of a fair or bazaar? Is it to be a fancy-dress affair? These are all forms of lawn party, you know.

The simplest will be very little work to arrange. You will need to think up some amusements. You might make a game of quoits with an upright stake—a hoop-stick will answer—fitted tight down in the earth or on the grass somewhere. The rings for this game may be large rubber bands from preserve jars. Large wooden curtain rings or brass curtain rings

THE JOLLY BOOK OF FUNCRAFT

will answer, too. You may also make a quoit game by standing an upright stake in a box cover. Rings may be made of twisted rope. There should be four rings. Players stand at a distance of six or eight feet and try to see who can get a score of twelve, throwing the rings one after the other at one turn. Each time a ring goes on the stake, it counts *one*.

Another game you may arrange for is archery. You will need to make bows and arrows. These need not be made from expensive materials. You may make them from long straight twigs of willow or other pliable wood. They may be about three feet long when bent. Fasten stout cord at either end of the wooden twigs or boughs and bend gently, making the wood curve. Then see that the string is quite tight and firm at each end. Arrows are smaller lengths of willow. They may have a point whittled at one end and a notch at the back. Your target will be a paper one. You may take a round bandbox cover and mark it off into circles colored with crayon. This, you can fasten to an upright stick set low in the ground. Other targets may be made in form of cardboard animals fastened to wooden backs with a stick that may be pressed into the ground at the rear. This will hold them firm. Cut the cardboard animals about a foot or two in length. Color them with crayons, if you like. Use them for an archery contest. See who can hit them at a far range in fewest turns. You may judge of the range by the power of your bow.



Priscilla, Wesley, and Stanley Playing a Game at a Lawn Party.

GARDEN PARTY FUN

Still another game you may make is called Clock Golf. This game is to be played in a circle. You will need to mark a circle about ten feet in diameter right on some smooth place of grassy lawn. The chalk will answer for this. Use a tennis marker. On the circumference of this circle, make twelve "holes," each equally distant one from the other. If you look at the face of a clock, you will be able to place the holes in about the right spots. The holes may be food tins sunk in the ground. Be careful to do the work where it will not injure the lawn. There are plenty of spots in a garden where one may lay out a course for clock golf. It need not be in a place where holes sunk in the turf will show a disfigurement.

Make large cardboard disks, each six inches round and number each one—twelve of them—in order like the numbers of a clock-face. The game is played with a golf ball. Putt in from the center of the clock dial and begin with the first "hole," going on till you come to twelve. The one to reach all holes in order in the fewest strokes of his club will be winner.

Croquet is still another good game for a lawn party. You cannot make a croquet set for outdoor use but, probably, you have one or can borrow one.

Bean-bag is a game that is suited to use for a lawn party. You may make bean-bags yourself. Each should be made with stout linen lining. Make the bags at least five inches square and fill each with two-thirds of a pint of large beans. Make a cover

THE JOLLY BOOK OF FUNCRAFT

for each bag that is attractive in coloring. You may sew pretty gingham covers for each bag. You, yourself, know games that may be played with bean-bag. One is commonly called School. To play this, stand all children in a row and count out to see who shall be "teacher." This player takes a bean-bag and stands before the "class" arranged in a row before him. Beginning at the head of the line, he tosses to each in turn. The one who misses must go to the foot of the class. At the first failure of "teacher" to catch properly, the child at the head of the class becomes "teacher" and "teacher" goes to the foot of the class.

Another bean-bag game is a toss game. Find a large cardboard box, deep, with cover. In the cover, cut a hole large enough to admit the bean-bag when thrown from a distance. Don't make too large a hole. The players stand at a given distance and play in turn. Make the score what you like.

Lemonade and cake may be served at your lawn party and you may have it after the games have been played.

Those katydids, they do it all the time—
They never seem to think it's impolite
To contradict the way they always do:
I hear them still disputing every night!

But little girls and boys, they know quite well
That it is rude to contradict that way
And when they hear the noisy katydids,
They'll know just how it sounds, even in play!

GARDEN PARTY FUN

I do not care a single little rap
What Katy did or what she didn't do—
I wish those noisy katydids
Would learn to be polite— Oh, be still! Shoo!

THE LAWN PARTY BAZAAR

Material Required to Make a Lawn Party Bazaar: A big wooden packing-box for every booth's foundation, some crêpe paper in rolls to cover the boxes and decorate each in an individual way, enough contributions of fancy articles to sell at the different booths.

Tools Needed to Make a Lawn Party Bazaar: Nails, hammer, scissors, paste to use in fixing up the different booths.

Perhaps you and your friends would like to make a fair or lawn party fête to raise money for some worthy object. You may make tickets and sell these. With the proceeds of ticket money, you can buy materials to use in making things to sell. You will have to plan well what you want to do and give time to make things. You will need some money on hand to start out with. Perhaps you and your friends will club together. The ticket money will help later on.

The articles for the fair may be prepared long in advance or may be solicited from those who are willing to help. I dare say there are many little fancy things that you have been taught to make. Useful things sell best: aprons, iron-holders, bags for sew-

THE LAWN PARTY BAZAAR

ing, needlecases, pincushions, and other similar articles are best. You might have a booth for these as well as one for fancy articles and another for candies. Plan what you intend to do and work with that end in view. Try to make each booth attractive and suggestive of what it is to sell. The crêpe paper will help. Tack this around the packing-boxes. Then cut paper to cover the top of the box and let this hang over the front and sides. Pucker the edge of the paper to make it ruffle. Be careful in doing this not to tear the paper.

If older persons are helping you with your fair, they may suggest elaborate decorations for the booths, but if you are doing the work alone, it is wiser to keep to simple table form. Each booth may be made individual. You can make each a different color and make a "sign" for each.

Your lawn party bazaar will need to be advertised. Posters are the best way of advertising it and are least expensive because you can make them yourself. You will need a sheet of cardboard for each poster and some pretty fancy wallpaper from which to cut figures to decorate it. There are beautiful flower designs in wallpapers. Cut these out in a decorative way to make a design. When they are cut out, try the design by laying it on the cardboard. There should be plenty of room for the lettering. Three things should be on your poster: Place, Time, Cost of Admission.

If you do not know how to letter well, cut the let-

THE JOLLY BOOK OF FUNCRAFT

ters from dark paper. It will be easier than it sounds to do this. All you will need to do is to cut oblong slips of dark paper—wallpaper, if you like. Make these about an inch wide and two inches high. To make an *A* fold your paper through its center vertically. Cut as if you were cutting to make a triangle. Then unfold the crease and cut out the portions you must cut to make the letter *A*. The letter *B* is folded through its center and the fold is cut rounding. Then the inner part is cut out of rounded center part, the letter is folded out straight and you have your *B*. *C* is folded like *B* but is cut curved. *D* is cut in a curve and cut out at the center like *B* only more completely. *E* is folded in two parts horizontally and you will easily see how to cut it. *F* is *E* with part cut off. You will easily see how to cut letters when you have tried these. As many as three or four may be cut at a time. Just write out your poster announcement as briefly and in as simple language as possible. Count the letters needed: so many of *A* and so many of *O* or *E* or *Y* or *B*. Make a lead-pencil list. Cut the number of letters needed.

In order to place the letters right, draw a light pencil line on the cardboard and arrange the letters in rough first. When you have got the spacing properly arranged paste each letter into place carefully. This is quick work and gives the finished appearance of real printed press work. Of course, if you have a rubber stamp alphabet, this will do to use in print-

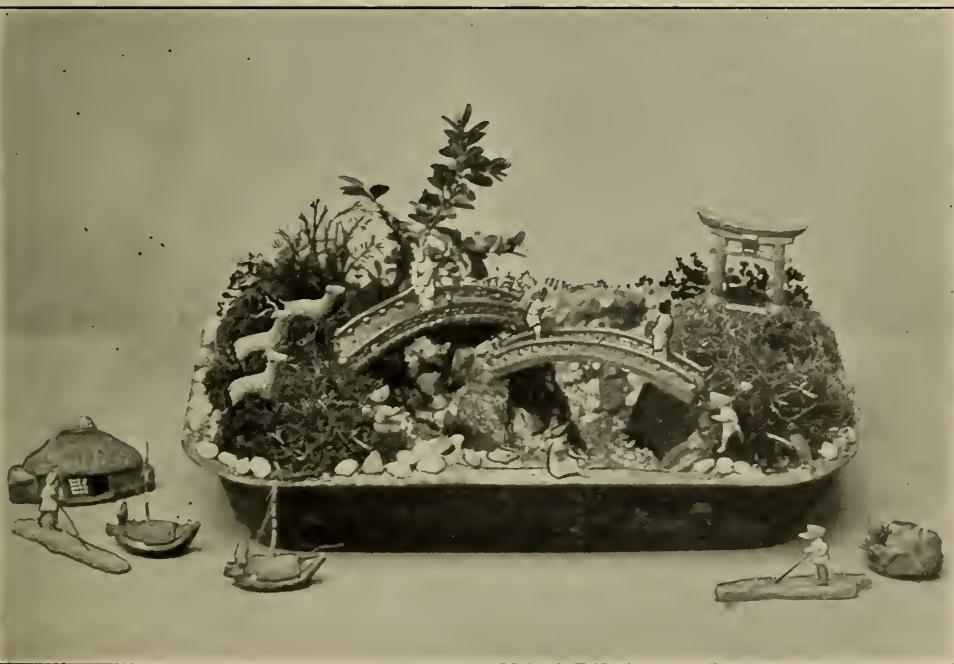
ORIENTAL BAZAAR



GARDEN PARTY AT OAKLEIGH MANOR



Posters Made of Wallpaper for Bazaar Advertising.



A Wee Japanese Garden Made at a Garden Contest.

THE LAWN PARTY BAZAAR

ing the poster, but you must have large stamps so that the wording will show up large. The poster is to be hung where it will advertise your bazaar or garden party. It should be hung under shelter, as rain will spoil the work that is pasted upon it if the poster is nailed up outdoors.

For tickets, you may use cards cut from colored or white cardboard. Make each admission ticket alike. Don't charge much for admission.

I made a little garden,
I dug it with my spade,
I raked it with my little rake
An' then, three holes I made:
 I made 'em with my finger—so,
 An' put things into 'em to grow.

In one I put a penny,
In one I put a bean,
And in another one I put
A button that was green—
 I'm waiting now quite patiently
 To see what each will grow to be!

Maybe I'll have a party
When everything grows tall
To celebrate the penny crop
That I expect by fall—
 And I will have ice-cream an' cake
 And lemonade that I can make.

THE JAPANESE FUN PARTY

Material Required to Make a Japanese Fun Party: Some moss, pebbles, twigs of fir or other small shrubs and some builder's cement. Some little figures that come in Japanese Garden sets are needed also.

Tools Needed to Make a Japanese Fun: A glass in which to mix cement and an old jelly jar.

Mud pies are fun—but I'll tell you what's MORE FUN! That's a Japanese Garden contest! You can't wear anything to it except a big apron tied over an old dress, and if you can play outdoors, so much the better. Put some tables out on the lawn. On them place woodland moss, earth, pretty pebbles and some builder's cement in a dish. This should be mixed to stand stiff. You may mix it with a little water at a time and put it in some old jelly glass.

Each child must have a shallow flower-pot drainer dish to work in—or better still a shallow oblong baking-pan.

Each may choose what he likes from the tables but only one thing at a time may be taken. No fair hoarding or acting piggie-wiggle!

First, everybody will need to build a wall across

THE JAPANESE FUN PARTY

his dish. Plan this. You are all going to make yourselves charming little Japanese gardens. These usually come with a little lake arranged in the center. The wall is built at two sides of the dish and filled in when dry with earth. Moss is cut and fitted down over the earth. Then small trees that are wee two- and three-inch high clippings of fir or box may be pressed down into the earth to stand upright. They need no roots. The moisture of the earth and moss will keep them fresh.

When you have builded a wall about two inches high, made of pebbles cemented one on top of the other, let it dry for a while. The wall should come about an inch or two from one side of the dish at each end.

After the earth is filled in, moss and trees added, each child may choose four little Japanese objects that come for these gardens. There will be houses, bridges, boats, deer, storks, gateways, and many other cunning wee toys. These, you place as you like in the moss. When the wall of pebbles is dry, fill your dish-bottom with a sprinkling of gravel run over some thinly dissolved cement. It should be allowed to dry. In a day, water may be placed in this tiny lake and the garden will keep for a long time.

The work of making these garden-dishes is great and absorbing fun. Allow a whole afternoon for it. Give a pretty Japanese prize to the one who makes the best garden.

It will be necessary to "wash up" after this beau-

THE JOLLY BOOK OF FUNCRAFT

tiful mud-pie party fun. Then, if you have kimonos to dress in, there may be a fancy dress parade of little Japs. And, maybe, you may have lemonade and crackers in real Japanese fashion—the lemonade will be “pretend tea,” served in a teapot. (That’s *not* Japanese but it is play!)

In the Land of Cherry Blossom,
Where they live on rice and tea,
Is the quaint one-storied building
Of the little Japanee:

Bamboo walls and colored roof tiles,
While they sit at home, you know,
They can throw the side walls open
And be out of doors, just so!

Little children of this country
Learn to be polite and kind,
Obey parents, learn their lessons—
Such, in homes like this you’ll find.

THE ALICE IN WONDERLAND LAWN PARTY

Materials Required to Make an Alice in Wonderland Party: These are home-made costumes and things that one would sell at a bazaar.

An *Alice in Wonderland* lawn party is not at all difficult to arrange. The essentials are a large attractive garden in which to hold the party, and a circle of friends to take part in it.

The characters to be represented are Alice, the White Rabbit, the Duchess, the Mad Hatter, Humpty-Dumpty, Tweedledee and Tweedledum, and any others you please. If you follow the pictures in the book of *Alice in Wonderland*, you will have no trouble in arranging costumes that are appropriate. Cheese-cloth and tissue crêpe paper may be made into dresses. Animal masks are to be secured at any big toy shop or department store toy counter.

You must have tickets to sell for admittance. These are to be taken by the Frog Footman at the entrance. There should be a lemonade stand arranged as much as possible to look like Alice's magic table with the bottles labeled "Eat me" and "Drink me." Alice may be the saleswoman to pour the bottled lemonade.

The White Rabbit must sell fancy articles and wee Japanese fans.

THE JOLLY BOOK OF FUNCRAFT

Tweedledee and Tweedledum may sell candy, and Humpty-Dumpty may have charge of the grab-bag. If there is a convenient "wall" for him to sit on, so much the better!

Serve tea under the trees and have the Mad Hatter, the Dormouse, and other *Alice in Wonderland* characters there to help.

If you can make a big cardboard cat's head to put up in a tree, it might make a good game. Have "five shots at the Cheshire cat" for five cents and give a prize if the cat is hit.

The Duchess may tell fortunes. These should be most impossible and funny.

Other members of your circle may be general helpers where they are needed. Each may represent some playing-card. To make this, take two large white sheets of heavy cardboard and paste upon one some ace, two-spot, or other card number in heart or diamond or playing-card figure. The other piece of cardboard may represent the back of the card and be covered with cloth pasted on flat. The two pieces of cardboard are fastened on and worn as a sandwich man wears his boards.

Very good posters to advertise your bazaar may be easily made with pen and India ink to represent the Duchess' invitation to her party.

Will you come to meet the Rabbit
In a Wonderland of Play?
It will be in my garden
Upon some sunny day.

ALICE IN WONDERLAND LAWN PARTY.

Real Alice who in Wonderland
Met Tweedledee is there
And you may find the Dormouse
A-sleeping in a chair.

You'd better bring some money
And come to join our fun—
And bring a lot of other folks
Because we want each one!

FAIRY FUN

Materials Required to Make Fairy Fun: Some dark string and some large white handkerchiefs or dolls that have sawdust bodies and china arms and legs. These are usually known as "five-cent dolls" and are especially limp.

Probably you don't believe in fairies—though I hope you do! Fairies are so interesting that one rather likes to pretend they are true, don't you think so? It's what makes Hallowe'en so jolly—the magic!

Maybe you would like to see a fairy and a fairy ring. Wouldn't it be fun! But I hardly think you will find the fairies *dancing* unless you make some Fairy Fun yourself. I will tell you how. You will need at least three or four large white handkerchiefs and some dark cord or heavy thread such as mother uses for sewing on shoe buttons.

The fairy play may be made either indoors or outdoors. If you make it outdoors any time of day will answer appropriately. You will need to make the fun near some tree that has a low limb. If you make the play indoors, do it at dusk or in the early evening. As a Hallowe'en play, it is a surprise and a pretty one to make for the people at home.

If you want to make a fairy fun play at home some-



Fairy Fun: The Fairies Dance to Invisible Fairy Music

FAIRY FUN

time at Hallowe'en, keep it a secret shared only with one or two chums. Mother might be one of these for she could help ever so much and she would never tell—no, *never!*

You must commence by making the fairies! Did you ever! Well, it isn't so magic as it sounds. Take a big plain white handkerchief and ask some person to hold two corners of it for you. Take the other two corners one in each hand and roll toward the center of the handkerchief making a tight roll till you reach the center. Then exchange corners and roll these tight too till *they* reach the center.

Keep both rolls tight. Pass two-pointed ends under the other two-pointed ends. Then tie the two ends so used around the upper part of what is left in folding down the first ends. This will make a doll's body with a head, arms and legs.

Make as many of these handkerchief dolls as you like: two for each child who is going to be in the play is enough.

Fasten a long, long length of dark string around each doll's head at the neck. Pass the string over the back of a chair or over an electric light bracket so that the doll's feet touch the ground. Hide behind a curtain or a screen or even behind the chair and keep the string tight. Then pull it gently up and down and the "fairy" will appear to be dancing. At dusk or in the evening, no cord will show, and when you see the white dolls in the dimness, they will seem *really true fairies*.

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If you take a comb and fold tissue paper over its teeth and blow against these in humming a tune, it will make a hidden fairy orchestra to play for the fairies.

Three or four little friends may help you make this fairy fun some day. If you have invited the family to come at a stated time, they will walk into the darkened room, hear the music, stop, look and stand there gleefully quiet to watch the really true fairies.

At Hallowe'en you might prepare this play in the house and write a wee invitation to each member of your household as if it were sent from the fairies themselves:

Dear Friend:

We, the Happy Fairies, are bringing you happiness on this Hallowe'en. We will leave it in your house and we will dance for you if you will come into the library at eight o'clock sharp! Don't talk to us but watch till the music stops and then tip-toe out of the room and shut the door tight. We would appreciate it if you will bring each fairy a cake or cracker and leave it on the table. There are four of us.

Your friends,

THE FAIRIES.

If you make the play outdoors, the string will hardly be noticed where there is foliage. It should be strong enough not to break in pulling.

FAIRY FUN

All wrapped in my gray woolly wrapper, just after I put out my
light,

Before I hop into my little white bed, I stand by my window at
night.

The garden looks strange in the darkness, and there where the
two fir-trees stand,

A tall cavalier and a slim lady tree dance merrily hand in
hand.

The lady tree laughs, I can see her; she waves a gay greeting to
me,

And the gentleman tree bends low a deep bow as he swings his
plume to his knee.

Perhaps they are just our green fir-trees as they rock in the wind
and sway,

Yet the gentleman's plume and her long velvet cloak can never be
seen by day.

It may be they're really enchanted, those two solemn evergreens
here,

By night, like the fairies, they dance hand in hand as a lady and
cavalier.

THE BAZAAR ON WHEELS

Material Required to Make a Bazaar on Wheels:
Some toy cart or garden pushcart and plenty of little articles that you and your friends can make to sell.

You may easily raise money for some worthy object without taking the trouble to arrange booths for a fair. You may secure from your friends some toy express carts to add to your own and make a bazaar that will travel.

The carts may be in charge of their owners, who may trim them up with colored paper or bunting and flags. In each cart, you may place a different assortment of things for sale: in one household things, in another sandwiches or home-made candy, in another lemonade and glasses. There should be some attendant to walk beside the cart and sell the goods. The little carts make a procession. The last cart may be a "grab." Packages of small things should be done up in paper napkins and "for five cents" any person may take a chance to find out what is in the one he wishes to select.

You may have a cart with "fortunes," if you like: just write a varied assortment of fortunes upon sheets of pad paper. Do these up separately in paper nap-

THE BAZAAR ON WHEELS

kins and put enough to fill a small toy express cart in some basket. Then place the basket in the cart. Charge five cents for a fortune and let the one who pays draw his fortune from the basket himself.

If you like to have a bazaar party, you may have one wagon for cake, one wagon of lemonade and one of grabs. The wagon procession will carry its fun with it wherever it goes.

On stormy indoor days when you cannot go out, you may like to prepare for a bazaar grab or make little articles to sell at a bazaar on wheels. Any little things that you can make may be used this way. It will be fun to plan this and you can keep the things made till there are enough of them to sell.

Don't you think it would be fun
To make a procession—one by one—
Each one doing his part,
Each one with his toy cart?

Don't you think it would be gay
To make a Bazaar this kind of way:
And go up the street
Each cart with things to eat?

A FISHING PARTY ON THE LAWN

Material Required to Make a Fishing Party on the Lawn: A fish-pole made of any pole or rod you may have, a big shawl or blanket to make a screen for the pond, some string to tie it up, some brown paper to make into packages, some cardboard to cut for small fish, string to tie up packages.

You may make a Fishing Fun Party indoors or outdoors any day or time you like. Perhaps your friends will help you and you can all play together.

Get a big shawl, some string, wrapping paper, scissors, pencil, and some cardboard. See where you can hang your shawl so as to form a screen in some corner. Inside this partition is the pond.

Arrange for a fishing-rod. Some long stick with a string and bent pin might answer as a fish-pole.

Now, cut about twenty "fish." These are small fish-shaped cardboard cut-outs. Name each fish, and have some named porgies that have to be thrown back into the water. Porgies have no number written on them but other fish must each have a number written on them in black crayon or pencil.

Do each fish up in a package. Then count out to see who will be in the fish-pond and be *it*.



A Fishing Party on the Lawn.



The Fun of the Wise Turtle Game.

A FISHING PARTY ON THE LAWN

The other players count out to find the order of play.

Nobody must speak. If you speak while fishing or if you tell who is fishing or in any way let yourself be known to *it* who is in the pond, you miss your turn!

Cast the line. The player who is *it*, takes some package from the pond and fastens it on the hook. Then draw it in. If, on opening it, you find a worthless porgie, you have no count. If it is a real "fish" its number will be your score. Make your score as high as you can. Every "even" number gives you another turn to fish. Every odd number admits of one turn only. Have as many rounds as there are children at the fun party. The one to make the highest score wins.

A prize for the game may be a pincushion that you may make from two flat pieces of cardboard cut like a fish and each covered with silk. These two sides are fastened together and overcast. Then pins are run between the two, upright, to suggest fins and tail.

We made some cardboard fish
And fished and fished away—
A blanket was the "pond"
We made-believe for play.

We had a long, long pole,
And had a lot of fun
A-fishing cardboard fish
Until our game was won.

THE FUN OF WISE TURTLE

Material Required to Make a Wise Turtle: A big shawl and some string.

If you want to add fun to a lawn party or make fun to entertain some friends, try the Wise Turtle. You may explain that you have a turtle who will answer questions. Then get somebody to help you make the turtle—but keep it a secret till the right time comes to call the others.

One of you must be turtle. Kneel upon the floor as far down as you can and bend your head forward and down. Let the other child who is with you throw the dark shawl over you. Extend your hand flat and have him tie the shawl around your wrist to make the flat head of a turtle. He should then tuck the shawl all around you inward to make the shape of a turtle's shell.

Now, call the other children. Tell them each to ask the turtle a question that may be answered by "Yes" or "No." When the one who is turtle moves his hand from left to right, this means "No" as it would if you shook your head from side to side. If the hand is moved up and down, that means "Yes" as it would if you nodded your head. All the children will want to ask Wise Turtle a question, I think.

THE FUN OF WISE TURTLE

Afterwards, you may play Twenty Questions with Wise Turtle. Each player is entitle to one guess in turn and Wise Turtle is the one to choose some object in the room or outdoors that all can see. The first to guess this right becomes Wise Turtle and you play till you are tired of the game.

Wise Turtle will make a jolly kind of side-show for a bazaar or lawn party. If it is a side-show have cardboard tickets and make people pay five cents to go in and ask Wise Turtle a question. A big cardboard picture of a turtle should be pinned up to attract attention to this "show."

I know a turtle made with a shawl,
But the turtle can't walk around at all—
He'll nod his head and shake it, too,
And I think he'll like to play with *you!*

THE SEA BEACH PARTY

Material Required for a Sea Beach Party: A big wooden box filled with good things to eat, some prizes for a party and a big spoon or little shovel for every one who comes to the party.

When the moon is full and weather promises to be fair, that is the time for an evening's fun on the beach and a hunt for a Captain Kidd's treasure chest.

You will need a fine sandy beach, of course, and a warm evening. The party may start at dusk. The treasure is to be hidden in a big wooden box that has a cover and it should be hidden by somebody before the "party" guests arrive.

In the big wooden box is prepared a picnic lunch. Everything should be there, napkins, tablecloth, olive bottles, sandwiches, cake and good things. The treasure chest is just a provision box full of outdoor picnicky things. Nobody knows this. Nobody should be told.

Give each one, as he comes, a small tin shovel and tell him to hunt for Captain Kidd's Treasure in a wooden "chest." You may prepare a rough map, if you like. Make it a plan of the beach. Give a clue —so many rods from a gray rock—or something like

THE SEA BEACH PARTY

this. Plant several wooden decoy boxes filled with nothing but sand and stones.

See who can find Captain Kidd's real treasure! It will be a jolly kind of hunt, I'm sure. The first to find the real box may claim ownership. That means that this one may lay out the picnic supper as he chooses and claim any extra treasure that is at the bottom of the box. (Usually, there should be some small trifle for every member of the party—a copper cent for every one, when "booty" is divided or "pirate gold" that is candy done up in bags to represent money bags.)

If you like, you may have this kind of beach party when it is daylight. If you do, be careful to cover up all spots where decoy boxes or where the real "treasure" is buried. At a daylight party, there are other games you may play. After the picnic is found, you may like to try them.

You may make a cork bean-bag before the party and play games in the water with it. The bag is made by filling a muslin pocket with ordinary corks. Sew it up afterwards and the bag is made.

With this, you may play "school" in the water. Make a line of the players and let *it* be the one to toss down the line till he misses. When any teacher misses a catch, he goes to the foot of the class. When any child in "school" misses a catch, he goes to the foot of the class. You may play this as long as you like.

Another game is played by swimmers. Place two

THE JOLLY BOOK OF FUNCRAFT

children about twenty rods apart. Toss the beanbag between them. The one who can get it first wins and may toss it next time for two new contestants.

There are games you may play upon the beach as well. Sandfun is one of these. It is played with sand-pails and sea shells. As many as four may play.

Players may use one pail between them. Select a nice smooth spot of sandy beach about four feet square. Draw a square with a stick. Draw from corner to corner of this square and from the center of one side to its opposite. This will make eight triangles within your square.

You will need a flat clam-shell for a counter. Count out for order of play. The first to start tosses the counter. If it falls with its inner side next the sand, that player takes the pail and makes a sand-cake which he empties upon the triangle next to him. If the cake does not "turn out," he must smooth off the triangle again. Two triangles belong to each player and the first to get four cakes in them will win the game. When the clam-shell turns with its outside toward the sand, in tossing, then a player has no turn.

Another game may be played with a pail and twenty small pebbles for each player. Players must sit ten feet from the pail in a row on the sand. The first to throw three pebbles into the pail wins the game.

At a beach party, you may also have a castle-build-

THE SEA BEACH PARTY

ing contest. Every contestant must start at the same time to build a sand-castle. There is chosen a judge who is to keep time. Ten or fifteen minutes is allowed. Then all must stop. The one whose castle is judged the best wins the contest. Some pretty shell will be a prize or a toy flag to place upon the castle.

Upon the yellow sands one day,
I built a splendid fort in play:
It was so strong and seemed so tall,
I thought that it would never fall
Before the little waves that came
To play with me a sea-beach game.
I made believe the waves so blue
Were ranks of soldiers staunch and true—
Right to my fortress on the sand,
They marched at General Sea's command!
But I had made my fort so well,
Each rank before my ramparts fell!
Then, General Sea sent on new men
To battle 'gainst my fort again!
Eager, they rushed to join the fight
With helmet plumes—the spray—all white;
And then, at last, the foe assailed
With one great rush my walls were scaled
And countless ripples mad with glee
Ran round my feet to capture me!

THE FUN OF A BOX PARTY

Material Required to Make a Box Party: Just some cardboard boxes or various shapes and sizes, paper, pencil.

Tools Needed to Make a Box Party: Crayons, scissors.

Some day, no doubt, you will like to have a box party. It will be fun for many reasons to try the novelty of making toys from boxes. They are easy to make too!

If you send out any invitations to your fun party, send each in a small cardboard box. The invitations should read something like this:

Dear Wopsie:

Please come, if you can, to have some fun with me on Saturday afternoon. It is going to be a Box Party. Please bring a box with something to eat inside.

Your friend,

TOPSY.

Between the time of your invitations and the date sent, collect all manner of cardboard boxes. Place these on a big work table, on the day appointed for

THE FUN OF A BOX PARTY

the party, and have a cloth over the table that you can work on. There should be crayons, scissors, pencil and paper for the children to use in common. With the boxes, each child is going to try to make some toy. He must see what he will make and plan it without telling his plan aloud. Be careful not to tell! Keep it a secret!

Each child may take from the pile of boxes one box—with this he must start his toy. If he needs another box to complete it, he may take a second. Two boxes are enough to use in making any toy. These are some of the box toys you can make: a toy wagon with round disks of cardboard for wheels; a dolls' table by cutting legs in the deep box rim at each box corner and inverting the box to stand upon these; some animal—dog or cat—may be made by turning a deep box over to rest on its rims. Cut the animal's legs and feet at the corner of each box rim. Head and tail are drawn on cardboard and slipped into slits made in opposite ends of the box at the top. See what you can all make. The one who makes the best toy should have a little box of candy.

A good game to play at the box party is a box fortune-telling game. It will make a good laugh for everybody. It is made with a box brownie and you play the game with buttons.

A round pill box is the brownie's head. Mark a face on its back side that is clear of printed matter. The body of the brownie is a cardboard box with cover glued fast. This box should be about three

THE JOLLY BOOK OF FUNCRAFT

or four inches long. Cut arms and hands from some cardboard and make a slit with a knife in the side of the box body. Slip the arms into the two slits firmly. At the base of the box make two more slits that go the short way of the box. Cut pieces of cardboard large and flat at one end and smaller at the other to make feet and legs. Bend the large flat part of these to make feet on which to stand the brownie.

Now, take paper and pencil. Make a number of slips of white pad paper, each about two or three inches long. Write "Yes" on some and "No" on others. Write on some the name of a profession such as "Cook" or "Policeman" or "Artist" or something that occurs to you. Make a series of eight or ten of these and put them in an envelope labeled *Professions*. Place the "Yes" and "No" papers in another envelope labeled *Direct Answers*.

To play the Fortune Game, stand the brownie upon a table and place one of the Direct Answer papers in the box that is its head. Don't look at the paper you draw. Nobody must know what it is.

Count out for order of play. The first player asks a question that may be answered by *yes* or *no*. Ask any question you like—just for fun. Then that player takes a button and tries to hit the brownie's head. If he succeeds in hitting the brownie's head, he may open the box and read the answer. If he does not hit it, the question must be asked again and the turn passes to the next. Continue play this way till all



A Brownie Box Game of Fortune Telling at a Box Fun Party.



Some Jolly Fun for a Sick-a-bed Party.

THE FUN OF A BOX PARTY

papers are used. Then ask the brownie to tell you your future profession and take one of the papers from the other envelope to put in the little box. The play is the same. If you obtain two or more professions, it means that there will be more than one. The same question may not be *answered* more than once.

Another fun game will be to put some beans in some cardboard boxes. Don't put many beans in—just a few. Use three boxes and number each one like this, 1, 2, 3. Give each player a paper and pencil. He must then shake each box and *not* open it at all. By the noise, he must guess how many beans are in box 1 or box 2 or box 3. Each must write his guess upon his paper, numbering it. Then the boxes are opened and the number of beans counted. The one who comes closest to the right number gains one point for each correct guess. Change the number of beans each time and make new guesses. The one to score five guesses first wins.

I never could believe—could you—
The things a cardboard box can do?—
For, would you think a box could tell
A funny fortune really well?

And would you think a box could be
A brownie like the one you see?
Maybe you'd like to have the fun
Of making you another one.

THE SICK-A-BED-FUN PARTY

Material Required to Make a Sick-a-bed Party: Fancy post-cards, letter paper and envelopes, an everyday copy-book to make into a surprise book, some empty jelly glasses and any wee toys that you have. Stickers that come in Dennison boxes are used as seals.

Tools Needed to Make a Sick-a-bed Party: Just the tools that fairies have, nimble fingers, happy thoughts and—play.

Maybe you know what it is to be sick—but I hope not really SICK! By that I mean that you feel you would like to get right up and run around the room, if only the nurse would let you. It's dreadfully dull to have to stay quiet all the time and that, often, when you can hear other children playing and having a good time. No parties for *you*, then! No, sir! All you can do is to count the flies that are on the ceiling, if you're lucky enough to have a fly in your room. Ten chances out of a hundred that the nurse swatted it! If she hadn't, you *could* have watched that fly for a long time and speculated as to what it would do *next*. It would have killed time between the clock chimes and given something to do to break

THE SICK-A-BED-FUN PARTY

the monotony. Oh, it isn't interesting—*no, sir!*

Well, haven't you some little friend that would like to be amused? And, maybe, he'd like a *party*? He can't come to any fun party of yours! Suppose you make a party for him! I think it would be splendid, don't you! It couldn't be a party with pink ice-cream and cake, of course. It could be something else though—something that was *fun*!

You might make a post-card party for your friend: that's fun and it's not hard to do. Just ask every friend of his to send him a post-card that will reach him on a day that is chosen. Then the postman will bring ever so many pretty cards with pictures on them and he can have them all to enjoy and to re-read. It will be almost like a real party except that the cards will go to play with your chum instead of you and your friends.

You may also make a real surprise party for your chum. It will not come with a basket but it will come in a book! How? Well, listen: you'll need a blank book with a cardboard cover you can cut. This will be made into a three-cornered book that has its leaves folded. Inside each fold some friend will put a little letter or a surprise. Then a sticker is placed to seal the folded leaf and on the outside is written *when* to open. It should be like this

You can open this when you want to laugh.

You may open this at eleven fifteen, Tuesday the thirteenth.

THE JOLLY BOOK OF FUNCRAFT

*Open this after you've taken a dose of
your bad medicine that you don't like.*

Open this on Valentine's Day.

*Open this and think of the one whose name
is signed here when it is time to say good-
night and go to sleep.*

This is the way you will have to make your book: Cut each cover toward a point right at the forward center part of your book. Then fold the first sheet over, inward with point down to fit close to the binding of the copy-book. Fold the lower part of the leaf upward to fit over this. It will make a pocket. Fold all the leaves of the book in this way. Then give the book to one friend after the other and ask each to fill a pocket and seal it and write on the outside when it may be opened.

Some pockets contain wee letters. Others may contain a picture, some may have a lucky penny enclosed. This may be put into a bank or kept as a nest egg in a box. Some pockets may contain a toy flag, a flat sachet to smell, a wee pocket glass to flash about the room as entertainment when the sun lights on the bed, some wool and a kindergarten picture to sew with it, paper doll cut-outs. You might put anything that is not too lumpy in the surprise book but don't put things to eat, remember! If your chum is sick, you'll have to remember *that!*

THE SICK-A-BED-FUN PARTY

Anything will do to seal the pockets. You may paste a scrap-picture to seal the leaves or you may put a fancy holiday sticker on as a seal.

The book may be tied from front corner point to front corner point opposite. Use a tape or ribbon, making holes that are not very large to run this through at each point.

You may send some surprise jelly with this book to your chum—it isn't jelly that you eat though. It's just pure fun! He'll think it even better than really true jelly too!

Find some empty jelly glasses and some red, yellow, green, and orange-colored tissue papers. Hunt for some white pad paper and some paste too. Beside these, you'll need some fruit-jar labels—or you can cut these from everyday white paper.

Begin by washing and cleaning each jar so no dust is in it. Dry each jar well. Then find some wee toy that will fit into it. Do this toy up in a small tissue paper package. Next, cut a round of colored tissue for the bottom of the jar inside. Line the sides of the jar with the same color of tissue paper and put the little surprise gift inside.

Cut a circle of white paper a half inch larger than the top of your jar and put it over the top. Snip the scissors and seal the jar with the paper as Mother seals jelly jars. You will need to paste the rim of the paper where it is snipped.

Next, write the name of some jelly or jam on the label or on a slip of white paper cut like a label

THE JOLLY BOOK OF FUNCRAFT

and paste this in place on the jar. Make a trayful of these jars, each with some toy or surprise inside. It will be jolly for your little friend to have these jars by his bedside and to know that according to your letter sent with the jelly jars, he may look forward to opening one a day while he is sick.

The toys that will fit into these jars may be varied: a tin soldier—with a letter to go with him; a toy balloon that is not yet blown up; some wee china cat or dog; a Noah's ark animal, a little ball with an elastic on it to play with in bed; a string of cut-outs folded; a pretty seaside shell; and "penny toys" of all kinds.

Maybe, sometime, if you're ill you will have a friend who will make a surprise party for you and you'll enjoy it too, even though you are sick. You won't feel so lonesome with the party of post-cards and surprises because you'll know that your friends are thinking of you all the time even though they can't come to the house to play.

At night time when my prayers are said,
My Mama tucks me into bed,
An' kisses me an' goes away
Downstairs where grown-up people stay.

Sometimes, I feel quite lonely here,
It seems so strange an' dark an' queer—
But I look out into the night
To where my little star shines bright.

'Most always, we play hide-an' seek:
I hide my head an' then I peek

THE SICK-A-BED-FUN PARTY

Behind my pillow just to see
If--peek-a-boo,—it catches me!

It hides behind the clouds and plays
An' then again it stays an' stays
Until I catch it peeping 'round
Some corner of its pillow mound.

Sometimes, in the big dark of sky,
It falls asleep the same as I—
And in the Dream Land 'way off far,
I play still with my little star.

A LAWN PARTY CONTEST

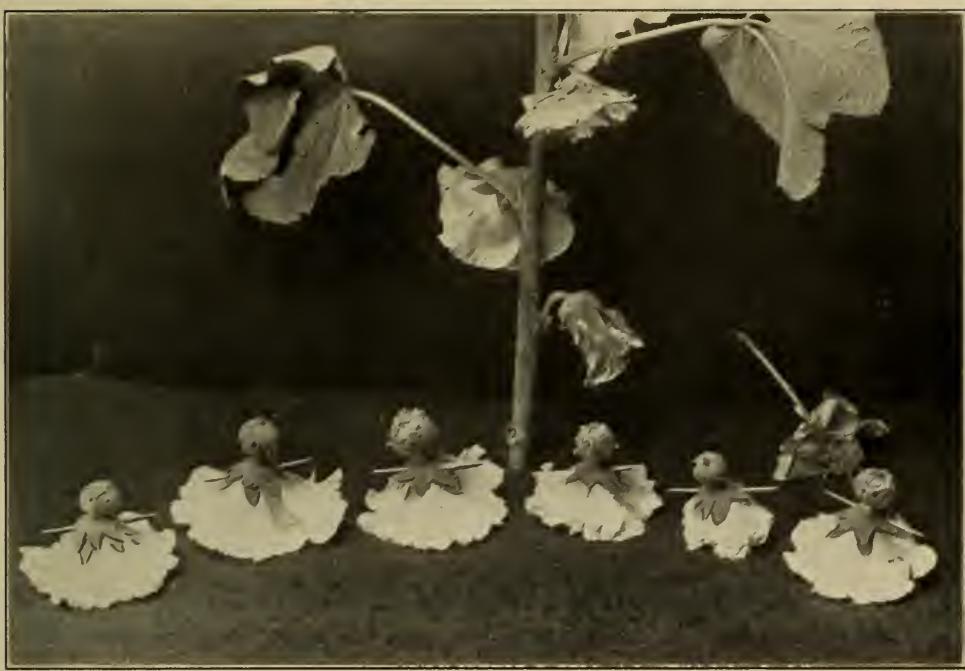
Material Required to Make a Lawn Party Contest: Oak leaves and colored pictures or assorted stickers.

Tools Needed to Make a Lawn Party Contest: Blotting paper and some hair-brushes.

If you want to have an outdoor garden contest just for fun at your lawn party, arrange a big table outdoors under the trees and gather a branch of oak leaves. Take these leaves from the branch a day before you intend to use them for the contest and put them into a bowl of water. Let them stay there till it is time to use them. Then dry them with a cloth and put them on your table.

Each child must have a hair-brush to use in the contest. The work does not injure brushes. Ask if you may use them for play and ten chances to one—if they are not ivory or silver-handled—you will get Mother's permission.

The object of the contest is to see who can make the loveliest oak-leaf bookmarker. These bookmarkers are easy to make: lay a leaf upon a piece of blotting paper and pat it with the bristles of a brush. By doing this, you remove the green pulp of the leaf



Hollyhock Dolls Made for a Contest.



Oak-Leaf Bookmarkers Made at a Garden Contest.

A LAWN PARTY CONTEST

and it comes off on the blotting paper. It leaves only the veining of the leaf in beautiful lacework. You will need to turn the leaf from time to time and, perhaps wash it off in water. Then start again. See who can obtain the best bookmarker. Paste a pretty sticker or picture on your leaf when it is dry. Some leaves are large enough to permit you to use a group of stickers.

You may also have a doll-making contest with flowers at your party. The flower dolls are to be made of hollyhocks. If you pick enough flowers and knobby buds, everybody can make a flower doll. One bud and one full-blown flower make a doll. Press a wee twig into a bud and let the twig go down into the base of a full-blown flower. See! There is the head of the lady doll and its pretty dress. Another twig whittled small is to be run through the upper part of the lady's body to make arms. A parasol will be a half-blown flower with a long straight twig pressed through it to make a handle.

I suppose you already know of daisy plays! By cutting the leaves to make a half circle rim around the yellow center part and leaving two long straight leaves at the under side of the flower, you will make a granny in a white cap. The eyes, nose and mouth may be marked by pressing a small stick or pencil point on the center of the flower to outline them.

Leaf crowns and chains may be made by joining leaves together by overlapping one with another. Fasten the two together with a small twig that is very

THE JOLLY BOOK OF FUNCRAFT

light. You may make these crowns and chains as decorations for those who win garden party games.

If I should dig an' dig all day,
Right in the garden where I play,
An' dig a great deep hole, I know
I could climb down to China so!

I'd like to try it, yet somehow,
I'm most afraid to try it *now*:
The sun is shining here so bright,
I know, down *there*, it must be night.

I do not like the dark at all—
It makes me 'fraid 'cause I'm so small—
Maybe, when I am brave an' big
That then I'll *dare* to dig an' dig!

THE FORTUNE-TELLING FUN

Material Required to Make a Fortune Game: A sheet of cardboard and some pictures cut from magazines.

Tools Needed to Make a Fortune Game: Scissors and paste, crayons.

Some day it might be fun to dress up like a gypsy band and tell your friends' fortunes. A gypsy fun party is the very thing for a good time! You will need to make a Fortune Game first. It is made by cutting cardboard cards and illustrating them with magazine advertisements.

Cut twenty cards, each card about two inches wide and three inches high.

Find some magazines and look through their advertisements to see what you can find. These are the cards you will need to illustrate with some picture. The picture is pasted on the card and colored when dry with crayons.

Good Fortune:	a ship.
A Present:	a basket.
A Dark Lady:	a lady with black crayoned hair.

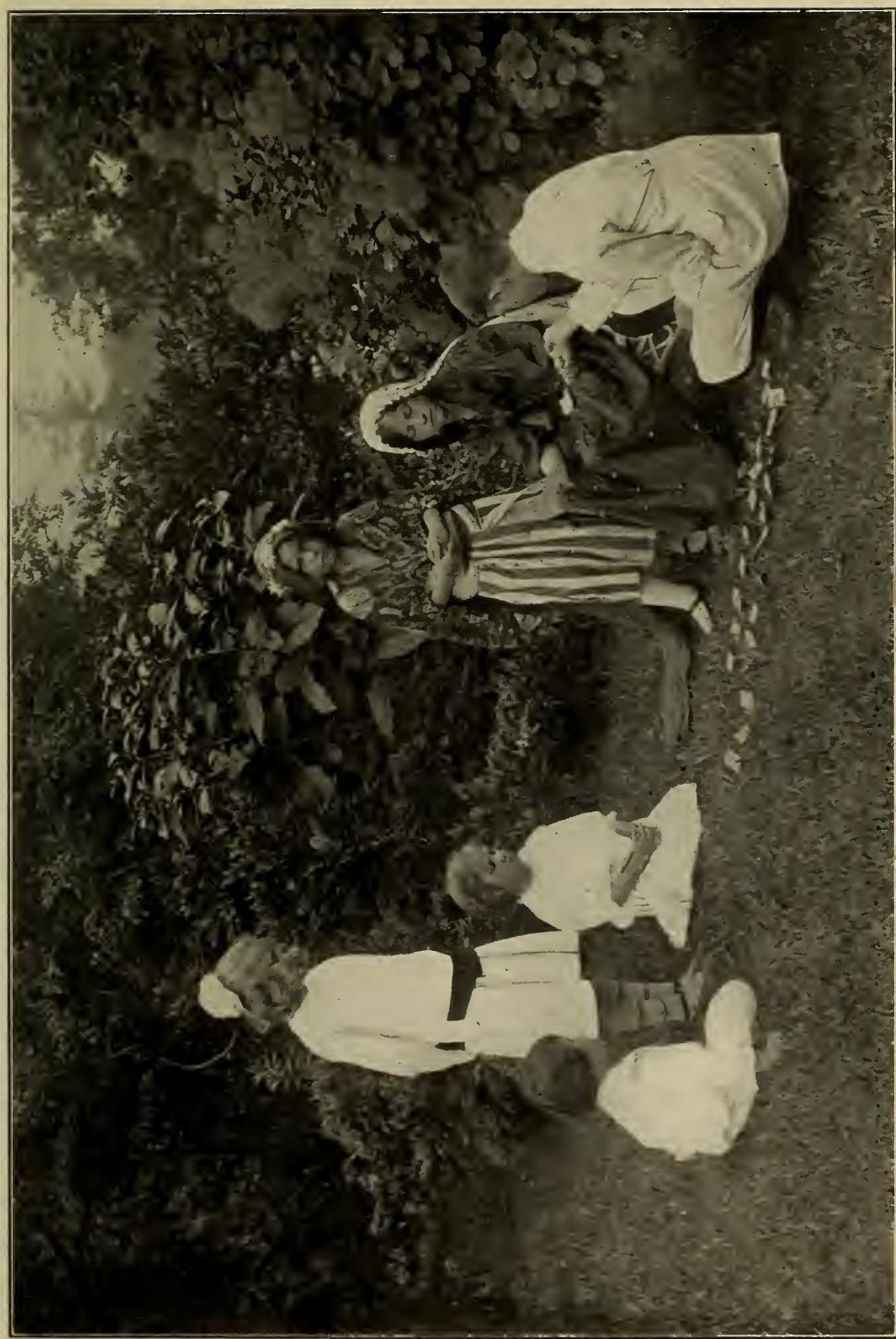
THE JOLLY BOOK OF FUNCRAFT

A Dark Man:	a man with black crayoned hair.
A Light Man:	a man with yellow crayoned hair.
A Light Woman:	a woman with yellow hair.
A Journey:	a picture of a train.
A Letter:	a picture of a messenger boy.
Riches:	an automobile.
Poverty:	a picture of a tramp.
A Wedding:	a pair of shoes.

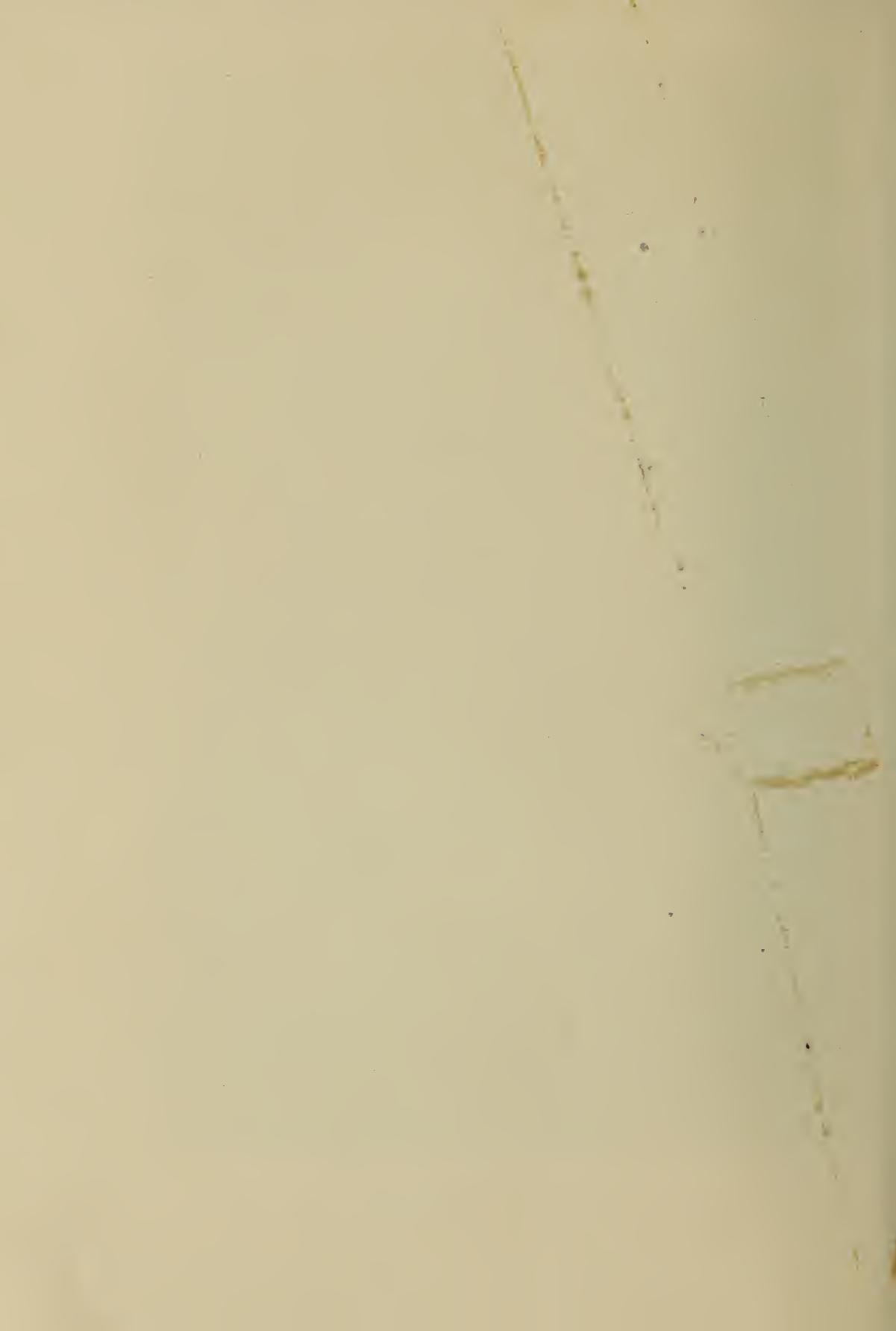
The other cards will represent the professions by some special symbol. The advertisement toothbrush will stand for a dentist's profession; the picture of a Red Cross nurse will represent a nurse's calling; a touring car with people in it will mean a chauffeur; a doctor will be a man with a bag; a writer will be a person with a book. In this way you may add all cards you need to fill the pack.

Take the cards with the professions out when you start to tell fortunes. Ask the player whose fortune you are telling to cut the cards and wish a wish. Put the pack together and deal six down on the table. If the sixth card is the card of Good Fortune, his wish will come true. (All this is just *play*, you know, for nobody believes that cards can tell a *real* thing that is going to happen.)

If you shuffle all the cards again and count out six each time, you will tell a fortune. Always go by the



Playing at Fortune-Telling—But Everybody Knows it's Just Make-Believe Fun



THE FORTUNE-TELLING FUN

sixth card you turn over. Stop there. Repeat six times. Then do the same with the cards that illustrate the professions. Count these out only once and end with the sixth card. This will close the fortune telling for one person—you can say that seven turns are “magic” and one more would “break the magic number.”

If you like, you may add to your fortune cards others not written in this set. Number each card, if you have made a big set. Then keep a list of your cards, numbered. By referring to this, if you forget, you will still be able to tell any fortune. Best memorize your cards by telling play fortunes several times for practice before you tell one as a game for others to share.

It is fun to dress up as gypsy when you tell fortunes. Almost any old clothes will make a gypsy dress if you pin a bright piece of cloth or a shawl over your shoulders. You may like to play this at a lawn party.

Sometimes, upon a summer's day
We make-believe a gypsy play:
With shawls and scarves in much demand,
We dress up as a gypsy band.

We play at telling fortunes too—
It's just a make-believe, not true,
But it is fun to make pretend
And tell the “fortune” of a friend.

THE DRAWING PARTY

Material Required to Make Fun for a Drawing Party: Some large sheets of brown manilla wrapping paper, some black crayon and colored crayons, four thumb-tacks.

Tools Needed to Make Fun for a Drawing Party: Pencils and paper for each player.

Maybe you know how to draw—maybe you don't. It won't matter at all in making an art party. The drawings are all funny and so nobody need be afraid to try the fun. Some day I'd advise you to try making a drawing party. This is how to prepare for it: you must find some big clean sheets of manilla wrapping paper first of all. Arrange these in a folded book form and pin them in this way to a wooden bread-board. Stand the board upon a table, upright.

Prepare a list of the names of animals: camel, bear, mouse, elephant, tiger, leopard, cat, lizard, buffalo, lion, and so on—write twice as many names of animals as there are children who are to play the game. Keep this list. Number it.

Have some black charcoal or some black and colored crayons to use in the play.

When your friends come, give each a pencil and

THE DRAWING PARTY

sheet of paper. Seat them all in a half-circle around the table where the drawing-board has been placed. Put a clock on the table with the crayons.

Call one player from the circle at a time. Whisper to him the name of the first animal on the list. Be careful that nobody shall overhear you. Give the player two minutes to draw a picture of the animal. Make him stop promptly at the end of the time. He must then return to his seat.

He may not tell the name of the animal he was trying to draw: all players in the drawing game have to write on their papers the guess they make as to what animal it is. A quick sketch of a cat may look much like a tiger and even animals like cat or dog may be mixed in hurried drawing. It will be quick work to draw even the picture of a mouse in a hurry. As soon as all have written guesses, tear off sheet number *one* and number the second blank of the manilla paper on the board.

Go on this way through the whole list of animal names you have made, giving each player two turns to draw, numbering each sheet of picture. Each new time an animal is drawn, the players guess what it is, number their guess to correspond with the picture and begin anew.

When all have played their two turns, take the big drawings and place them in order of making upon the board: *number one*, possibly "Cat," may look more like "Tiger" but write the correct name upon the drawing.

THE JOLLY BOOK OF FUNCRAFT

Players exchange papers and correct the lists of guesses. The one to have guessed most of the drawings right should have some reward of merit. It may be a toy animal or a box of animal crackers.

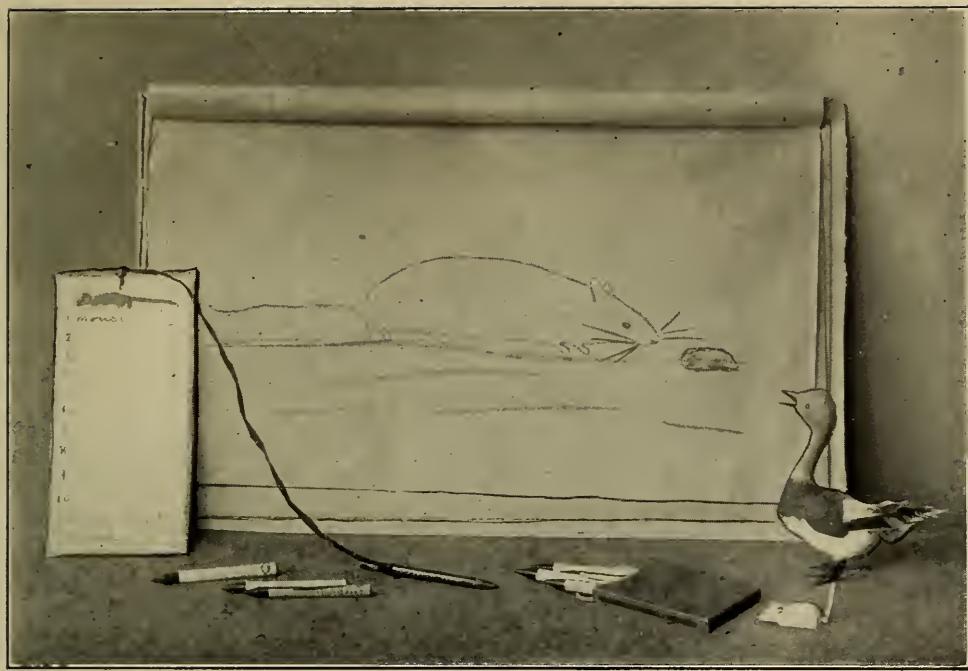
After this, it may be fun to play Bird, Beast, Fish. Maybe you already know how to play this game. It calls for quick wits.

Place all players in a circle and count out to see who shall be "It."

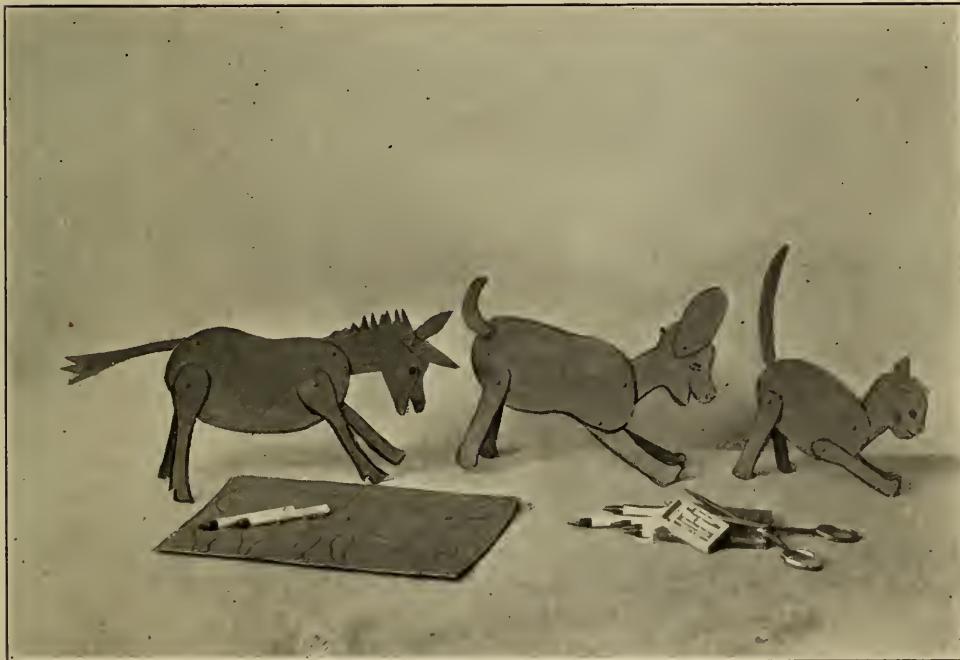
The one who is "It" goes to the center of the circle with a ruler or pencil in his hand. He turns around the circle facing one way and then another way. Suddenly he must point his stick at some unsuspecting person and say either "Bird," "Beast," or "Fish." If he says, "Bird!" and points to one child quickly, that child must name a certain kind of bird—say, *robin*, before the one who is "It" can count five. If he fails, then he becomes "It." Play continues, each who fails becomes "It." No name of bird, beast, or fish may be used a second time. In this way, the game is a test of memory.

Another animal game you may play is to see who can write the longest list of animals. Read the lists and cross off names that are common to the lists. The winner is he who has the names of animals that are on no other list. Second winner is he who has thought of most animals.

I drew a picture of a mouse,
I did it in a minute—



This is a Picture of a Mouse Drawn in Just a Minute.



Here are Some Funnybeasts, the Donkeybray, Puppywag, and Yowlcat.

THE DRAWING PARTY

I think that it was chiefly tail
With great big whiskers in it!

Some guessed it was a puppy dog,
Some guessed it was a cat—
(Of course, I drew it for a *mouse*,
Or, maybe, some big rat.)

THE FUNNYBEAST FUN

Material Required to Make a Funnybeast Fun Party: Some dark cardboard and a box of round wire paper-shanks.

Tools Needed to Make Funnybeast Fun: Scissors.

Some fine day when you want to have indoor fun, try making funnybeasts. I hardly think you ever met a funnybeast. If you *did*, I think you probably laughed, *because* a funnybeast is—well, it's funny!

You must arrange a big work-table if you want to have some funnybeast fun with some friends. Put newspapers over it and place at each chair a piece of cardboard—dark cardboard cut into a sheet about twelve inches square.

In the center of the table, have a box of round wire paper-shanks. These you can buy from a stationer. The box will cost ten cents.

Seat each child at the table. Tell him that he must make a funnybeast. Try to make one yourself first, in order to explain the play to the other children clearly. A funnybeast is made of oblongs, squares, ovals, rounds, and other strange geometrical figures fastened together with round wire paper-

THE FUNNYBEAST FUN

shanks to make something that suggests *some* animal. Each child may cut his cardboard any way he chooses to make his animal. First a body must be cut, then head, legs, tail. No one who is making an animal may tell what the animal is *to be made like*. From the one square of cardboard, two funnybeasts are to be made. But don't tell their names. One may look like a cat but you cannot call it *cat*. You may only suggest *cat* in the name you give your funnybeast. Call it yowlcat or pussy-meow or mew-mew.

As soon as all funnybeasts are made, each player of the game must write upon each of his animals its name. He then adds his own name also and places his work in a line upon a stand or table that forms an "Animal Exhibition." Then votes are cast. See which funnybeast is voted the funniest.

The way to arrange for voting is to have a box and some slips of paper and a pencil. As all the animals are counted by their number "on the exhibition line," write the number of the animal you vote for on a slip of paper. Fold the paper and place it in the box. The funnybeast who has most votes will receive all the other funnybeasts made at the party and may carry them home to make a funnybeast zoo.

I wonder if you ever met
A humpydoodledee?
I really quite advise you not—
It is so bad to see:
The humpydoodle sulks and frets,
It's grumpy and it's cross—

THE JOLLY BOOK OF FUNCRAFT

For being really horrid
It is never at a loss!
Indeed, it is an animal from
Which I'd have you flee,
This humpy, grumpy animal,
The humpydoodledee!

SOAP-BUBBLE FUN

Material Required to Make Soap-bubble Fun:
A big box, some soap-bubbles, pipes of clay, soap,
tissue papers.

A Soap-Bubble Party might be fun to make some day. Suppose you try it. You will need to buy some penny pipes of clay. You will also need some soft soap, tissue papers and a big cardboard box.

Ask your little friends to come prepared to blow bubbles. That means, of course, that nobody will wear best dresses. Nobody knows what might happen if the water with the soap suds fell on a best dress, you know!

Everybody must have a bubble pipe as soon as the fun begins. Right away, everybody starts to blow bubbles. First, everybody tries to see who can make the biggest bubble. You take turns for this contest and vote on the one you think most successful. Next you try to see who can blow the smallest bubble and take a vote upon that too.

By this time you are quite an adept in blowing bubbles and everybody can try a bubble game. To make this game, you will need to have a long table covered with a woolen cloth. At one end of this table, place

THE JOLLY BOOK OF FUNCRAFT

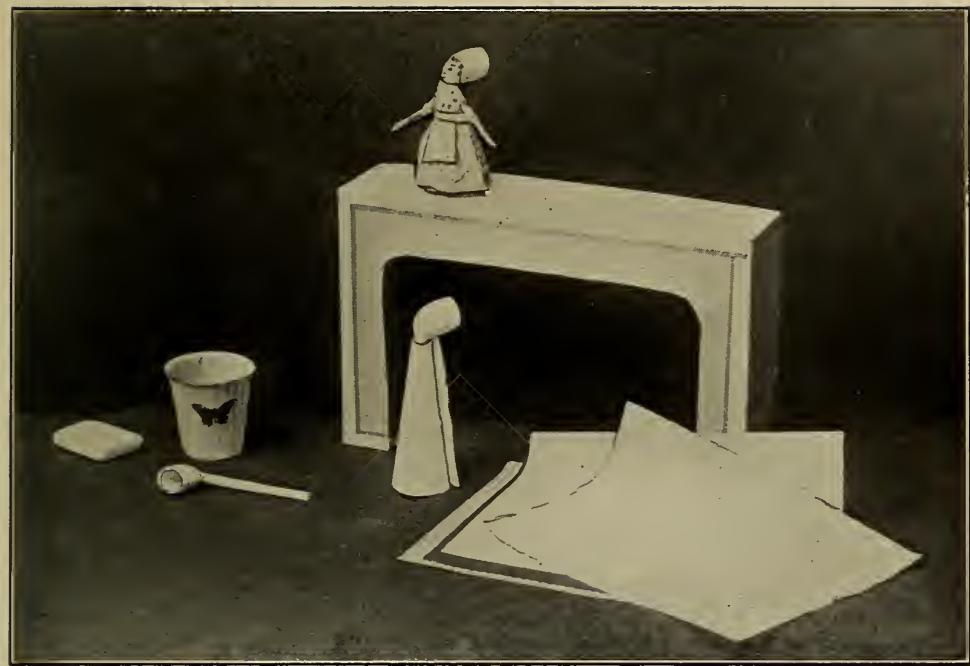
the half of a big cardboard box that is stood upon one long rim. Cut off this rim and cut out enough of the cardboard to make the rest of the box into an arch.

Count out for order of play. When it comes a player's turn, he must blow a bubble and let it drop to the tablecloth carefully, without breaking. Then he may try to blow this bubble through the arch that should be at least five feet distant. The first player to do this scores *five* and the score is kept with paper and pencil. The next to do this scores the same number. The player who can make *fifteen* first wins the game.

A prize for your soap-bubble game will be a pipe dressed up to represent Mrs. Piper. She is made with a clay pipe. On the under part of the pipe-bowl you draw a face with ink. On some pipes you will find that there is a small clay projection that will make Mrs. Piper a real nose.

Make a cardboard cone and paste its sides to stand. Drop the long pipe stem into the top opening of this cone. Then make a tissue paper dress for the cone and cut cardboard arms to fit the doll. Cover each with tissue paper like the dress and paste in place. I think your friends will laugh when they see Mrs. Piper and they'll agree that her fun party was, indeed, ever so much FUN.

Blow a bubble round and large;
Launch it with great care;



Soap-bubble Fun is Mrs. Piper's Party.



Picture-Illustrating with Scissors, Paste, and Paper.

SOAP-BUBBLE FUN

Blow it through the cardboard arch
On the table there—
If your bubble bursts, oh dear!
Isn't that too bad!
But you'll have another turn—
Better luck, my lad!

THE FUN OF ILLUSTRATING WITH SNIP PICTURES

Material Required to Make Snip Pictures: Some thin dark kindergarten paper and some cardboard.

Tools Needed to Make Snip Pictures: Scissors and paste.

Snip picture fun is good for a rainy day party when you are tired of painting and want to make something you have not done many times before. Just telephone over to your chum's house and ask her to come over and bring her brother or her sister and two pairs of scissors—one for each child.

Arrange a big work table with chairs. Put some newspapers down on the floor to catch any "snippings" that fall. Put others at each place.

Next cut some cardboard mounts each about five inches long and four inches high. Make three of these for each child. Put them in the center of the table with some paste.

When the children come, tell them you are all going to see who can cut the best pictures out of the dark paper.. You are going to illustrate different things. You have to cut the figures of people,

ILLUSTRATING WITH SNIP PICTURES

animals, birds out of this paper with nothing to guide your scissors but your own fingers and your own thought and sense of form. First, try some easy thing like a house. That's easy! When the players have found out how easy things can be cut, have them begin to illustrate some story. Take *Cinderella*. Cut the figures in silhouette and mount them in place upon the cardboard mount that each child has. As the pictures are done, number them and write the artist's name on the back of the picture. Place the pictures in a row somewhere. Afterwards vote which one is best.

A good way to play—another way—is to write out a list of stories that shall be illustrated. Write three easy stories on slips, three for each child. Here is a list of things you might try:

Mary and her Little Lamb.
The Early Bird and the Worm.
The Old Woman Who Lived in a Shoe.
Mother Goose.
The Ugly Duckling.
My Little Doggie, Tray.
Simple Simon Went A-fishing
Little Bo-Peep.

You will yourself think of many others. Write each subject on a slip of paper separately and fold them. Put all into a basket and when the children are seated and have seen how to cut the relief pictures, pass the basket and let each take a paper from it. This

THE JOLLY BOOK OF FUNCRAFT

will be the subject for the picture they are to make but nobody must know what they are making.

Place all finished pictures in a line. When one child finishes, he must wait till the others have caught up, but only fifteen minutes should be allowed, at most, for making one illustration.

When the pictures are done, write your names on the back with the title on your slip.

After everybody has illustrated three different subjects, some one takes all the slips aside and reads off the titles. Each child must have paper and pencil. Then each must look at the pictures made and put the number of the picture beside the title. The one to have the most perfect list wins.

After all have made their guesses, exchange lists and correct them. Some pretty picture that you have will be a jolly prize.

What is more fun than a game—
I wonder what *you* think best.
I'd say it was a party
For that is the thing *I* guessed!

Here's our last page,
We say good-bye—
We have been comrades,
 You and I;
We've had our fun,
 We've had our play,
We'll meet again
 Another day

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